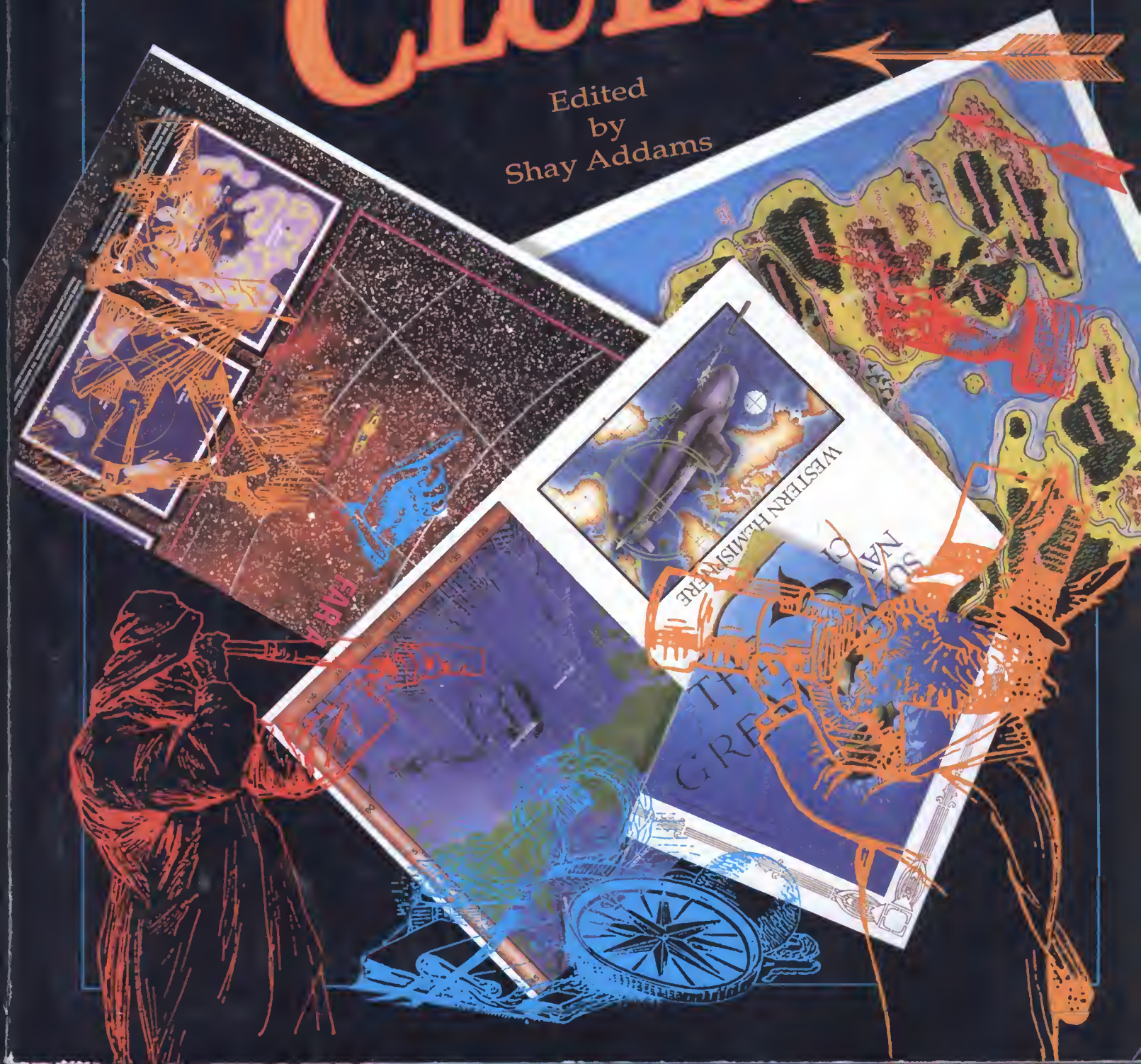


QUEST FOR CLUES III™

Edited
by
Shay Addams

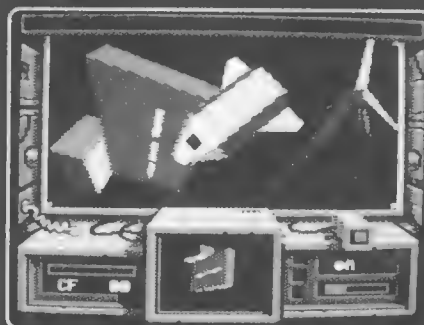


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QUEST FOR CLUES IIITM

Bob!
A quest a day
keeps the
dragons
away!

TABLE OF CONTENTS

Shay
12/20

<i>Introduction</i>	1	<i>Roleplaying Games</i>	88
<i>How to Use This Book</i>	3	Bad Blood	89
<i>Adventure Games</i>	4	Battletech	92
Arthur	5	Centaurs Alliance	95
Circuit's Edge	10	Chamber of the Sci-Mutant Priestess	106
Codename: ICEMAN	15	Champions of Krynn	109
Deja Vu II	19	Conquests of Camelot	115
Fish	23	Curse of the Azure Bonds	119
Future Wars	27	Dragon Wars	123
Gold Rush	30	Drakkhen	135
Hillsfar	35	Hero's Quest	142
Hound of Shadow	39	Journey	145
Indiana Jones & the Last Crusade	43	Keef the Thief	148
It Came from the Desert	48	Knights of Legend	154
The Kristal	50	The Magic Candle	160
Leisure Suit Larry III	53	Neuromancer	166
Loom	57	Space Rogue	174
Manhunter: San Francisco	61	Starflight	178
Police Quest II	66	Starflight 2	181
Space Quest III	71	Windwalker	184
Transylvania III	74	Wizardry V	187
Universe III	76		
Usurper: Mines of Qyntarr	81		

YE QUESTBUSTERS GUILD

Paul Shaffer: Chamber of the Sci-Mutant Priestess, Fish, The Kristal, Hound of Shadow, Indiana Jones & the Last Crusade, It Came from the Desert, Journey, Arthur

Terry Calderwood and family: Gold Rush, Manhunter: San Francisco, Police Quest III

Clancy Shaffer and ORIGIN Systems: Bad Blood

Frank Chin: Battletech

Hillel Kaminsky: Centauri Alliance

Nicholas Blawat: Champions of Krynn

Al Giovetti: Circuit's Edge

Adam Fischbach: Codename: ICEMAN

Matt Swanson: Conquests of Camelot

Richard Rasmussen: Curse of the Azure Bonds

Steven Payne: Deja Vu II

Margaret Wiley: Dragon Wars

Walter Luc Haas and Paul Shaffer: Drakkhen

Andrew Phang: Future Wars

Russell Greenspan: Hero's Quest

Kirk Austin: Hillsfar

Duey Hua and Chris Parrot: Keef the Thief

ORIGIN Systems: Knights of Legend

Matthew Swanson: Leisure Suit Larry III

Perry Davis: Loom

Brian Smith: The Magic Candle

Grant Kushida: Neuromancer

Volken Meyer: Space Quest III

Joe Terwilliger: Space Rogue

Robert Brogan II: Starflight

Clancy Shaffer: Starflight 2

Fred Philipp: Transylvania III

Grant Wiedemer: Universe III

Sandy Walton: Usurper: Mines of Qyntarr

ORIGIN Systems: Windwalker

Kirk Austin and Harald Smit: Wizardry V



his noble guild is a band on the run—wait a second, that's Paul McCartney's guild. I meant to say a band of stalwart dragon-slayers, orc-bashers, and kingdom-rescuers who represent some of the best puzzle-solvers and, therefore, the most logical minds, of our day. Rather than rest their weary eyeballs after months of peering into a computer screen during their latest quests, these dedicated adventurers jump right into a word processor to share their experiences, notes, tips, and clues with others still stuck in faraway fantasy lands. Without their contributions, this volume in the *Quest for Clues* series would still have been published, though it would have taken five more years! Guild members, in addition to inter-dimensional, transgalactic fame and glory, also get the game of their choice for each solution they write, so contact QuestBusters if you've solved a recently released computer game and would like to join the guild and go for the gold. Of this year's new members, Paul Shaffer's numerous contributions earned him the elusive title "QuestBuster of the Year."

We also wish to recognize, congratulate, and heartily thank the QuestBusters who verified these walkthroughs: Bruce and Margaret Wiley, Ken St. Andre, Linda Brooks, Fred J. Philipp, Bernie Yee, Paul Shaffer, Pat Connors, Scott Glenner, and Shay Addams. Special thanks go to Infocom for providing clues that were used to verify the *Circuit's Edge* solution. And a tip of the QB helm to the countless QuestBusters whose hints from the Journal's "Keys to the Kingdoms" section enhanced these solutions.

Dedication

To Noel and Jennifer

INTRODUCTION:

QUESTING INTO THE NINETIES

Keeping up with the changes in adventure games as we shifted into the Nineties has been as difficult as trying to play an all-text adventure with dyslexia. Until 1988, there were two basic kinds of quests: pure puzzle-solving adventures that focused on logical conundrums, riddles, and the like, and roleplaying games, which were distinguished by lots of character statistics, combat, and magic. These basic classifications remain essentially intact, and the solutions in this volume are divided into two such categories. Within them, however, innumerable changes, both subtle and sweeping, have transformed the face of fantasy gaming.

Puzzle-solving games used to fall into two camps: all-text adventures and graphic adventures. The latter included a growing subcategory, the "animated graphic adventures" popularized by Sierra. Infocom, which had dominated the industry since 487 GUE (that's 1979 in People Years), stopped producing all-text adventures after being acquired by Activision. Infocom's attempt to shift over to "illustrated interactive fiction" fizzled in spite of several worthwhile efforts, and their roleplaying games never quite took off. Most of the adventurers in the Brass Lantern Brigade — those stalwart puzzle-solvers and maze-mappers who slogged their way through *Zork*, *Planetfall*, and *Trinity* — gradually moved into the Sierra camp.

Since 1988, there have been fewer purely graphic adventures, which show a full-screen picture with a few lines of text. Lucasfilm came up with several innovations in interactive graphics, expanding on ideas first seen in ICOM's *Deja Vu*. These interactive graphic interfaces allowed players to "click" on objects on the screen to interact with them or elicit descriptions. Sierra, which originated the graphic adventure in 1980, again led the way in 1983 with *King's Quest*, the first animated 3-D adventure. As I code the last clue in this book, Sierra is introducing a whole new development system that delivers "cinemagraphics," a new graphics style far more cinematic than anything yet seen in such a game. So for puzzle-solving aficionados, icon-driven games and animated quests have become the order of the day. The pure graphic adventure has practically joined its all-text cousin in the void.

Roleplaying Revolutions

The major phenomenon in roleplaying games came about as a result of *Wasteland's* success. Interplay brought in a pair of pencil and paper game designers, Ken St. Andre (who created the classic *Tunnels and Trolls* RPG) and Michael Stackpole, to design that game. Soon,SSI was assisted in its *Advanced Dungeons & Dragons* computer quests by designers at TSR, publishers of the original pencil and paper RPG.

Combat was still a major element in computer roleplaying games, but the influence of *Ultima IV*, and the ideas of an ever-expanding legion of pencil and paper designers, ushered in a rewarding emphasis on story and characters. These factors also expanded the variety and nature of game activities, giving players room to do more than just slay monsters. While vestiges of the "seek and slay the Evil Wizard" plot line still appear now and then, this hackneyed theme is at last on its way out — and will, most likely, be relegated to videogame quests in the future.

In *Dragon Wars* you could "use" objects in many of the same ways possible in all-text adventures like *Zork*. This paved the yellow brick road of adventure, allowing room for more logical puzzles and attracting some of the original audience of all-text adventures to roleplaying. Even veteran RPGers found their gaming experience broadened. And Richard Garriott got around to revamping the *Ultima* interface to include a "use" command, now accessible from a set of icons that replaced the traditional keyboard interface.

Dragon Wars also let players actively use skills in relevant situations, whereas skills in earlier RPGs had been passive statistics that the program checked to see if the pertinent skill was high enough for a character to be able to pick a lock, for example. The ability to "use lockpick skill" changed the gaming experience in a subtle, but significant way, one that has been followed up on in recent games such as *Escape from Hell*. This led to more puzzles with alternate solutions, eliminating the linear nature of many quests and sparing the gamer hours of trying to track down The One Key or The Sole Password that would allow him to continue past The Locked Door. The influence of

pencil and paper game designers is likely to continue in the Nineties, as the Hollywood trend of basing movies on comic book heroes is picked up in adventure gaming, with titles such as *The Punisher*.

More auto-mapping, refined use of icons, simpler combat systems —adventurers were gratified to see these and other changes in game design. Such renovations and innovations allowed players to focus on the fantasy, not the computer. As we rounded the corner into the Nineties, games like *Bad Blood* have almost done away with the interface entirely, while the decline of "hack and slash" themes and the introduction of logical puzzles have attracted veteran Zorkers to RPGs.

Quest for Adventuring Computers

Another trend of the early days of the Nineties concerns the kind of computers people use for their adventuring. When I started publishing *QuestBusters* in 1984, the first new computer I bought was an Apple IIc, because 90% of the new adventures were designed for the Apple. Now, as more people are trading in their Apples and Commodores for IBM clones, software developers are concentrating on MS-DOS games.

The majority of new adventures are being released for MS-DOS first, followed by an Amiga conversion and maybe a Commodore 64 version. A few companies are turning out Amiga-first games, but the majority of these games now hail from Europe, where the Amiga and the Atari ST are popular. Look for this trend to continue, though you'll still see C-64 adventures for a few more years.

The Evil Wizard threatening *all* computer gamers, however, is not the dreaded IBM, but the videogame industry. As major game developers funnel their resources into production of cartridge-based games, we'll probably see fewer games for all computers in the Nineties. (Sega games are already projected as outselling MS-DOS games in 1990.) Admittedly, there have been some good quests on cartridges, but they'll never match the power and glamour of hard-core computer games.

But my middle name is not Merlin or Nostradamus, and with CD-ROM, CD-I and other futuristic media surfacing, the future of computer gaming may be bright, shining, and filled with gold coins and glittering jewels for all. After all, we outlasted one videogame deluge at the turn of the last decade, so all we have to do is wait for the current crop of ten-year olds to develop more

sophisticated tastes in electronic entertainment. And it is on this hopeful note that I must return to my dungeon and set the cartographers working on the next batch of maps for *Quest for Clues IV*. Should you need help in a quest not covered in this collection of clues, I can only remind you of Adventurer's Rule Number Seven: When in doubt — teleport!

Shay Addams
August, 1990

How To Use This Book

If you're reading this, odds are you've been playing a computer game (or several) for a while, and you've encountered a problem, puzzle, or situation you don't know how to deal with. *Quest for Clues III* to the rescue.

MAPS

First, turn to the solution for the game that has you stumped. Check out the map(s). These reflect every location necessary to solve each game, but may not show every room or dungeon/maze level. See if there are any rooms or locations you may have overlooked. You may not need any more help than that.

On the maps, solid lines are unobstructed.

A dotted line means you must solve a puzzle, possess a special item, or have specific information in order to enter the adjoining room.

Doors are usually indicated by lines that run perpendicular to the walls. A few maps (such as those in the *Centauri Alliance* solution) use dotted lines for doors.

The location of vital objects and some events are represented by letters or numbers beside rooms; if you need a specific object, look it up in the Map Key. Graphic symbols representing a map's special features, such as teleportation doors, are also pointed out in the Map Key.

THE WALKTHROUGH

Still stuck? Proceed to the walkthrough. Each of these is divided into a series of locations and things to do in each. If you do everything described in the walkthrough you will win the game, but you'll probably want to do no more than necessary.

First, glance at the paragraph headings for an outline of the key locations, names, and events in the game. These reveal a path necessary to complete the adventure. If you don't see a location that matches the person, place, or situation that has you stumped, you may be chasing a "red herring."

If this appears to be the case, or you're stuck on a specific problem, read as much of the solution as you have to to get yourself back on track. Several key clues in each solution are encoded so you can get a general idea of what to do but still figure the

specifics out for yourself. (See below for a more detailed explanation of the QuestBusters code.)

A coded message might read, "Tpmwf the puzzle." To decode this clue, replace each coded letter with the letter just before it in the alphabet. For example, "T" becomes "S," "p" becomes "o," and so on (but note that "a" becomes "z"). Translating the word "Tpmwf" you find that it should be read as "Solve," so the message as a whole reads, "Solve the puzzle."

The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy the table and place it beside the coded sections.

b = a	h = g	n = m	t = s	z = y
c = b	i = h	o = n	u = t	a = z
d = c	j = i	p = o	v = u	
e = d	k = j	q = p	w = v	
f = e	l = k	r = q	x = w	
g = f	m = l	s = r	y = x	

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)

Abbreviations: Some key instructions are abbreviated in the solutions that follow.

D = Down	E = East	N = North
U = Up	W = West	S = South

Finally, many of the games in this book offer more than one correct solution, and some puzzles also have alternate solutions. These walkthroughs offer just one answer — but one that definitely works.

INTRODUCTIONS

If you're looking for a new game to play and don't want to waste your hard-earned money, don't examine the maps or read the walkthroughs — check out the introductions that precede the solutions. These give you an overview of what each game is all about, along with a brief review.

Adventure Games

Arthur	5
Circuit's Edge	10
Codename: ICEMAN	15
Deja Vu II	19
Fish	23
Future Wars	27
Gold Rush	30
Hillsfar	35
Hound of Shadow	39
Indiana Jones & the Last Crusade	43
It Came from the Desert	48
The Kristal	50
Leisure Suit Larry III	53
Loom	57
Manhunter: San Fransisco	61
Police Quest II	66
Space Quest III	71
Transylvania III	74
Universe III	76
Usurper: Mines of Qyntarr	81

Arthur: Quest for Excalibur

Bob Bates, who wrote Infocom's *Sherlock Holmes*, took a novel approach to the Camelot legends by dreaming up his own story of how Arthur assumed the throne of England. As the legend goes, that title was reserved for the person who could pull the sword Excalibur from a stone. Late one night, you, as Arthur, happen to spot a local chieftain named Lot steal the entire rock as part of a clever plot to claim the throne. Arriving in town the next morning with a fake sword, he claims angels told him to visit the rock at night, and that after he pulled out the sword, the angels made the rock disappear in a puff of smoke! As the only person who knows he's lying, you must recover the real Excalibur.

First you have to rescue the Lady of the Lake, who'll assist in finding the sword, and finally you must challenge Lot on the field of battle. Merlin, the Black Knight, and other familiar characters play their parts as you race against a two-day time limit to complete the quest, earning enough Chivalry, Experience, Wisdom and Quest points to become king at the conclusion.

Arthur features a good mix of puzzles: Some involve object manipulation, others are word puzzles, and a few rely on Merlin's magic to turn Arthur into a salamander or another kind of animal. Though this was one of Infocom's first illustrated adventures, its ornate graphics were smoothly implemented (though hard-core text gamers can turn the pictures off). Arthur is highly recommended for all who enjoy parser-based adventures like *Zork*.

Type:
Illustrated Text Adventure

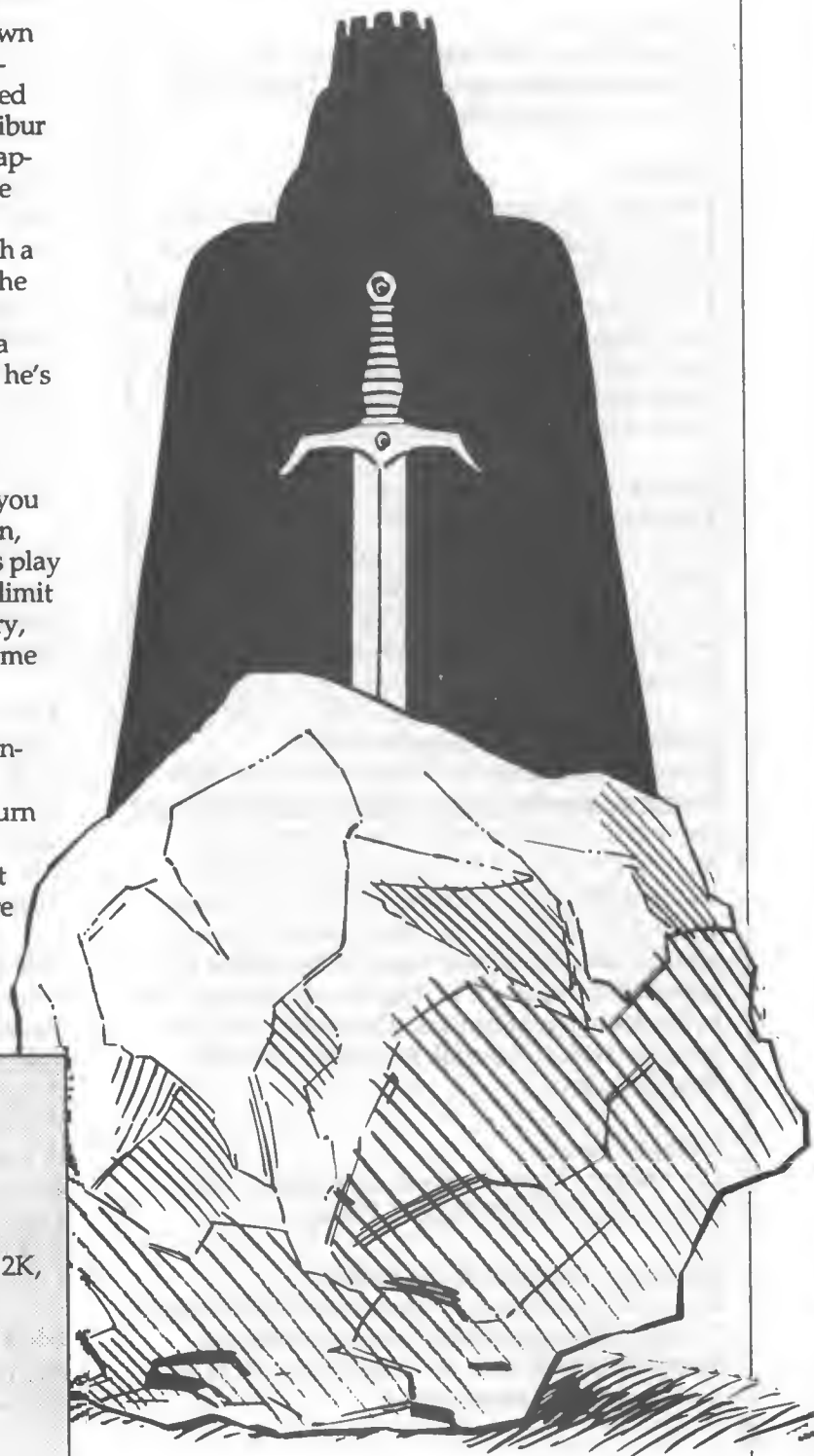
Difficulty:
Intermediate

Systems:
Apple (128K); Amiga (512K); Macintosh (512K, color supported on Mac II); MS-DOS (384K required, EGA/VGA/MCGA)

Company:
Infocom/Activision

Hint

When hungry (once every three days), you can eat the cheese from the kitchen. If you're an owl, eat the mouse you get from the idiot. As a turtle, dine on the minnow in the river. Eat the weeds by the road when you are a badger.



The Solution

Churchyard

Take the **upsvrf** and examine it. Then wear the **upsvrf**. Look. Examine the gravestone. Take the sword. Hide behind the gravestone. Wait. Answer Yes. E. E. Pray. W. S. Inventory. Trade glass for a mouse. Go to Merlin's Cave.

Merlin's Cave

Enter the cave. Take the bag and open it. S. Ask Merlin about the bag and his key. Thank Merlin. Go to the tavern kitchen.

Kitchen

Examine cook, bird, cheese, and cupboard. Open the cage when the cook leaves. Cyr owl. Answer Yes. Cyr Human. Take the **lfz** and the **diffth**. Unlock the cupboard with the **lfz**. (If you hear the cook returning, leave and return.) Open the cupboard. Take the bottle. Examine the bottle. N. (Listen to the conversation until you hear the farmers lower their voices.) Go to the Smithy.

Smithy (to free the prisoner)

Cyr badger. D. Push stone. E. Cyr human. Take **tupof**. Hide behind door. Shout. Wait until guard enters. Hit guard with the stone. Take his **lfz** and **ifmnfu**. Unlock chains with **lfz**. Give **ifmnfu** to the prisoner. N. Close door. Lock door. Go to the Small Chamber.

Small Chamber (escaping the castle)

Move the **ubqftusz**. Go behind the throne. Wait until you hear the sound of the bells. Note the new password. Go to the end of the passage. Cyr salamander. W. Cyr Human. Take the **tupof**. Examine the **cbssfm**. Extinguish fire with water. Open door. NW. S. Drop stone. Take **bsnps** and wear it. Take **tjtfme** and **tupof**. Polish **tjtfme** with **tupof**. Drop **tupof**. N. W. (Say the appropriate line in the documentation indicated by the password you received.) S. Take all. Eat **diffth**. Go to the Village Green.

Village Green

Cyr badger. Dig under roots. Cyr human. Take **txpse**. Take all. Go to Edge of Woods.

Jousting at the Edge of the Woods

Cmpx the **ipso**. Knock on the door. Mount. Answer "Green." Shield your head, and aim at his leg. Shield your body, and aim at his body. Go to the track in the Enchanted Forest.

The Conkers and the Leprechaun

Once you are on the track, go north. Cyr turtle. Retract head and legs and wait until Conkers stop. Cyr human. Take all. N. Examine tracks. W. Listen to murmuring. E. Drop **cpuumf**. Hide behind **spdl**. Wait until leprechaun grabs bottle. Catch leprechaun. Go to Clearing.

The Clearing and the Ivory Tower

Unlock the door with the **jwpsz lfz**. D. Cyr owl. D. Go to the landing. Cyr human. Cyr salamander. W. E. Cyr human. Knock on the door. Open the door. Say "Thomas the Rhymer." Wear ring. Open the door. D. D. D. Take all. Go to the Meadow.

The Invisible Knight

Svc the **sjoh**. E. Answer "Yes." Say TH. Take all. Put all in bag. Go to the Field of Honor.

The Kraken and the Bracelet

Drop all but the sword. S. Cyr eel. S. SW. Examine kraken. Examine boat. **Tipdl** kraken. NE. N. Cyr human. Take **txpse**. Attack tentacle with sword. Cyr turtle. S. Swim through **csbdfmfu**. N. Retract head. Cyr human. Take all. Wear **csbdfmfu**. N. Take all. Go to the Grove.

The Raven

Drop **csbtt fhh**. Cyr owl. U. Enter the nest. Cyr human. Push egg. Cyr owl. Land in grove. Cyr human. Take all. Go to moor.

The Peasant at the Moor

Take **tmfbo** and **dsvudi**. Knock on door. Open door. Examine peasant. Rub peasant. Open door. NE. Read sign. Cut peat with **tmfbo**. SW. Open door. Put peat on ashes. Give crutch to peasant. Ask peasant about bog. Note the directions to bog. Thank peasant. Go to South of Chasm.

The Boar

Examine boar. Cyr owl. U. S. E. E. E. E. Take **bqqmf**. W. W. (Return to South of Chasm on foot, following the peasant's directions in reverse to get through bog, or change to a turtle or eel and float the **bqqmf** downriver to shallows.) Throw **bqqmf** at boar. Take **txpse**. Throw **txpse** across chasm. Cyr owl. N. Cyr human. Take **txpse**. Cut tusk with **txpse**. Throw **txpse** and tusk across chasm. Cyr owl. S. Cyr human. Take all but sleam. Go west of ford.

West of the Ford: The Black Knight

Examine Knight. E. Attack Knight until he drops his sword twice. Hit **nfebmmjpo** with sword. E. E.

The Dragon

Take kvh and t jmwfs lfz. NE. U. Examine dragon. Enter cave. Give kvh to dragon. Wait until it passes out. Cut hair with sword. Enter cave. NW.

The Basilisk

Hide behind tijfme. NE.

The Hot Room Door

Say "Nudd." SW. SE. NE. Say "Nudd." Catch word. Return to Hot Room.

Nudd

Examine girl. Take lfz. Kiss girl. Attack girl with sword. Answer Yes. Take fleece. Open right manacle. Close right manacle. Open left manacle. Return to Smithy.

The Badger Maze and Thorney Island

Cyr badger. D. S. (Solve the maze by numerically marking the walls.) S. E. D. U. Take tqsjh. D. N. N. U. Cyr human. Take all. Go to End of Causeway.

End of Causeway: The Red Knight

Give fhh, uvtl, ibjs, and gmffdf to Knight. S. S.

The Island and the Lady

Unlock door with t jmwfs lfz. D. Examine woman. Kiss woman. Give tqsjh to woman. Wait until Christmas morning and sprig blossoms. Take gauntlet. Go to Great Hall.

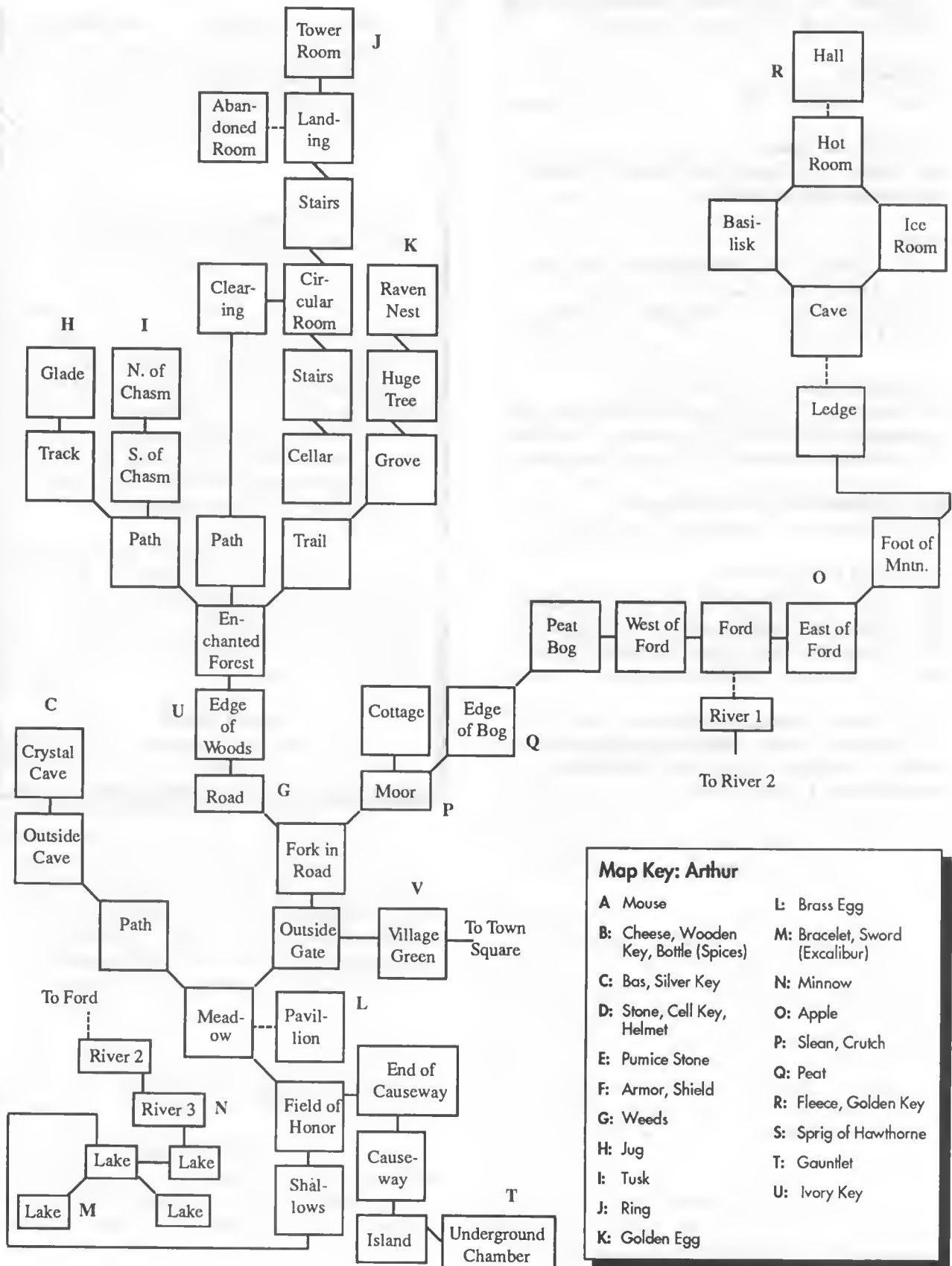
The Great Hall: King Lot

Throw down gauntlet. Attack Lot. Again. Drop csbdfmfu. Attack Lot. Spare Lot. Call Nimue. S. Examine sword. Take sword.

Badger Den Maze

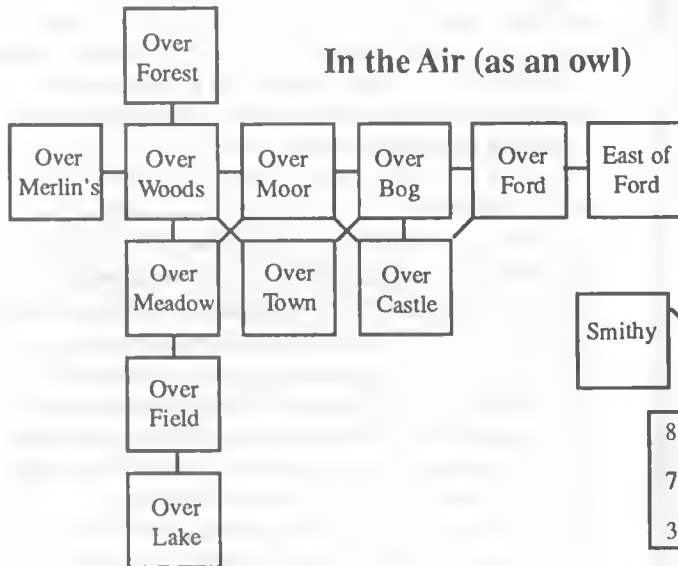
Den	Go Up to	Go Down to
1	5	2
2	1	5
3	9	2
4	9	6
5	4	10
6	5	2
7	2	3
8	1	7
9	2	1
10	Thorney Island	5

Arthur: Quest for Excalibur



Arthur: Quest for Excalibur

In the Air (as an owl)



Badger Den Maze

8		4
7	Den 1	6
3	2	9

2	1	5
1	Den 4	1
7	1	3

2	6	1
5	Den 7	9
9	4	8

6	1	8
9	Den 2	5
4	3	7

8	4	1
2	Den 5	7
3	6	9

3	4	5
2	Den 8	7
4	6	9

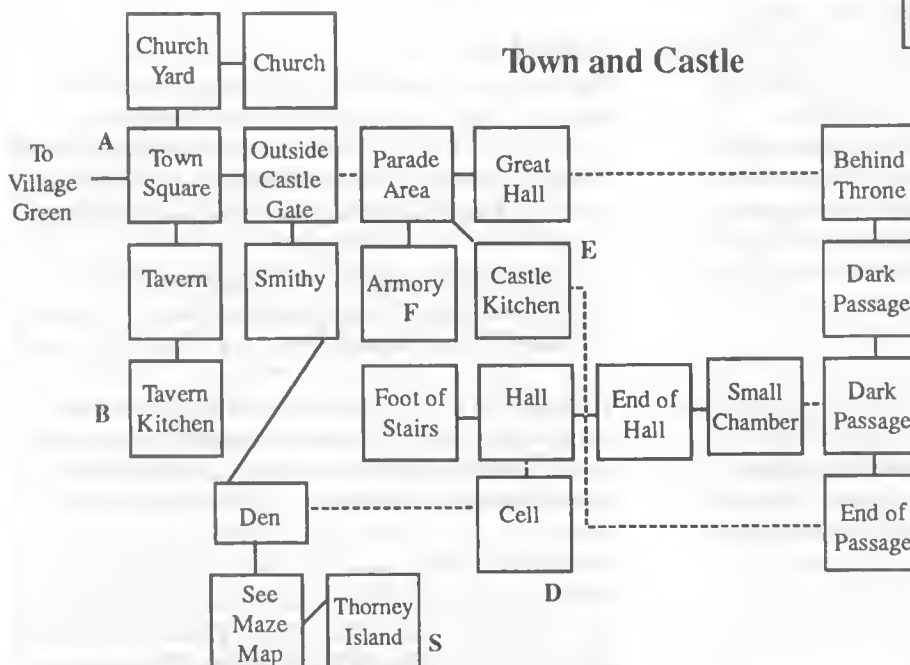
9	5	6
7	Den 3	1
7	4	8

8	4	2
1	Den 6	3
9	7	7

7	1	5
8	Den 9	6
4	2	3

7	1	9
6	Den 10	2
4	8	3

Town and Castle



CIRCUIT'S EDGE



This is Infocom's best adventure since the company shifted from text-only to graphic games. A futuristic tale based on the work of noted science fiction writer, George Alec Effinger (who also wrote most of the game text), *Circuit's Edge* takes place in the Budayeen — the bad part of town in a Muslim city. The player's goal is to reclaim a notebook for Papa, the "Godfather" of the Budayeen's crime network. To do this, several major puzzles must be solved, revolving around a series of sadistic murders.

While primarily a graphic adventure, *Circuit's Edge* incorporates many roleplaying aspects. Your character's Health determines his effectiveness, and a variety of electronic chips may be "chipped" into your skull to endow you with special skills. Kung Fu Master and most others begin working the moment they're chipped in; others must be actively used in pertinent situations. Scaling a wall, for example, requires using Alpine Jack. Consisting

of object manipulation and talking to other characters, the puzzles bring to mind those from Infocom's all-text heyday. The parser is weak, but it is only needed for talking to people — other actions are handled with the mouse and a collection of drop-down menus whose commands can also be executed with keystrokes.

For the first time in an Infocom illustrated adventure, the graphics truly complement the prose rather than being superfluous pictures, and the music adds much to the experience. The auto-mapping and Recall Events features make this an adventurer-friendly quest that's highly recommended for all but younger players. Young, impressionable minds might be forever warped by constant visits to topless bars, interactions with sleazy drug dealers, and other adult activities that make the Budayeen such a nice place to visit.

Type:
Graphic Adventure

Difficulty:
Intermediate

System:
MS-DOS (512K required, mouse optional,
CGA/EGA/MCGA/VGA, Tandy, Roland/
Ad Lib sound boards, 5.25" disks only)

Company:
Infocom/Activision

The Solution

General Advice

The Budayeen is a dangerous place, so immediately acquire the Kung Fu Master "Moddie" and Alpine Jack "Daddie" from Leila's Mod Shop. Keep them chipped in while not using other Moddies, as protection against punks, muggers, and suspects.

Sleeping triggers telephone calls. Several calls will disturb your sleep. If you go without sleep, you can get healed at the Medical Center for 100 to 200 kiam.

You can talk to people anywhere you find them, but they are usually in their shops from dusk to dawn. (Most establishments are closed between 6 a.m. and 6 p.m.) Hookers, dancers, and street dealers circulate rather than staying in any one location. You may have to look in many places to find people, especially those people who do not have a regular place of business. When you get to a location, keep pressing Look and reading the mes-

sages until the last message is repeated or the computer says you see nothing of interest. You need to look as many as four times in some locations to see everything.

Do not take drugs or chemically alter yourself, or Papa will have you killed. Do not kill anyone who does not attack you first, or the police will kill you.

Many parts of this solution (the Answering Machine chip and viewing the Holodisk, for example) can be completed in any order; some, especially the kidnapping, cannot be postponed.

Since the game features auto-mapping and includes a street map in the manual, no map is provided here.

Inventory Management

You have space for just eleven items and eleven chips. The three essential items that use up inventory slots are kiam, the "chip rack" and the belt phone. Take 628 kiam out of any automated teller and drop your bank card. Dropped items do not disappear, but people may pick them up. Items in your apartment are safe. You can store eleven items there.

Be sure you have enough slots open to accept the items characters give you. Do not be forced to drop essential items.

You can sell almost any item to street vendors, but try to sell to the pawn shop — the street vendors roam around a lot and can be hard to find. Street vendors spend a lot of time from 8 p.m. to 6 a.m. in Chiriga's and other clubs, Franco's Tattoo Parlor, and Shoukri's Adult Video Holos.

Making Money

There are three ways of making kiam: Call Papa at 111BWS64; hunt for muggers while walking around in the alleys; and gamble at The Gambling Den at South 3rd and South 4th street. Before gambling, save the game in case you lose all your kiam. The maximum bet in roulette is 50 kiam, but one win on one number will give you 1,500 kiam. As an alternative, bet the maximum of 125 kiam at baccarat. You must accumulate 1,200 to 2,000 kiam early in the game to be able to afford to save the kidnap victim. Otherwise, you'll have to start over.

Calling Papa on the cellular phone only works twice, once after you talk to him in his apartment after being caught by the cops, and once after you have rescued the kidnap victim. Papa will give you

500 kiam each time. Encounters with muggers seem to be randomized, but the closer you are to the alleys at the top and bottom of the map, the greater the frequency of encounters. Muggers have 100 to 250 kiam, chips (Thrasher, Slasher, or Outlaw), and weapons (Steelfist, Stiletto, Switchblade, and the like). Muggers can kill you, so don't go mugger-hunting without the Kung Fu Master chip or one of the chips listed above and, of course, the corresponding weapon.

Saied's Orchid-Scented Package

Within two hours after you start, Saied will call to give you his phone number and ask you to pick up a package from Fuad at a club. If you intend to build a big bankroll by gambling do it now. Then go to Chiriga's club on the north side of the plaza, or main area, of the Budayeen. Talk to Fuad. Say "package" and he'll give it to you. Exit Chiriga's. Go to Frenchy's on 10th Street, immediately southwest of Chiriga's. Talk to Saied. Give Saied the package. (While talking to him, note the scent; you'll detect it later in the game.) Check Inventory for Chip rack and look at the Chronos 2000 time chip. Action: Chip in/out, select Chronos 2000.

Papa's Notebook, Hajjar, and the Morgue

After the phone call from Papa, go to Bougainvillea Apartments in the southeast part of town and Look. You get mugged. When you wake up, Look (note MCDIX on wall). Action: Pick up holodisk or answering chip. You get arrested, then released.

Go out the Gate on the far east end of town. You will be in Bill's Cab. Talk to Bill. Go to Friedlander Bey's. Exit. Talk to Papa. Exit when Papa is finished. You are in Bill's Cab. Talk to Bill. Go to the Police Station. Exit cab. Talk to Hajjar. Say "Kenji" and you get the answering machine chip. Say "pass" and you get the morgue pass. Exit to Bill's Cab. Talk to Bill and go to the Budayeen. Walk to the morgue on the northeast side of the plaza. Action: Get effects (holodisk, wallet, and pawn ticket). Action: Pick up wallet and Mustafa's ticket.

Go to Mustafa's Pawn Shop, where you learn it is closed for good. Ask at Friendly's Pawn shop and AAA Loans about Mustafa and Friendly, and you will be told Friendly will buy Mustafa's stock. Redeem Mustafa's tag at Friendly's Pawn Shop (give 20 kiam to Friendly while talking to him). Look at the ring to see the clue NBBM NPT.

Prepare for the Kidnapping

One vital goal is to save a kidnap victim. You have less than 48 hours to do so, or you must start the game over, so don't get sidetracked before rescuing Abdul. When you get the telephone call from Mahmoud, immediately go to Hassan's. Try to collect the following items from the locations listed below before you get that telephone call.

Friendly's Pawn shop: Nightvision Lens and Countdown Timer.

Electroniques: Wire and Radio Direction Finder.

Crazy Abdul's: Detonator (talk to Abdul, say "direction finder," and give Abdul 100 kiam).

Police Station: Morgue Pass (see above).

Laila's Mod Shop: Kung Fu Master and either the Super Spy chip, or The Phantom and Alpine Jack chips.

Drop or sell the wristwatch, withdraw your money from an ATM, and drop the banking disk. You will need at least three slots open to pick up items needed to complete this task. You will need about 1,200 kiam to buy the items listed above, plus at least 250 kiam more for cab fare and to buy and sell an item to a suspect. Try to have 2,000 kiam to be safe, and make sure you've got it before the kidnapping. After getting the money, you can investigate the answering chip, holodisk, or the MCDIX clue.

The Kidnapping and the Note

You must time your sleep and your activities so you can rescue the boy by midnight the night following the kidnapping. After the call from Mahmoud, go to Hassan's. Talk to Mahmoud. Say "Abdul." Get note. Look at note and notice clue (the floral scent). Go to Heavenly Fragrances and show note to the shopkeeper. (You could also have Hajjar analyze the scent, talk to Saied about it, or visit Debbie's Greenhouse first. Don't visit Hajjar, which will cost time and may result in Abdul's death.) Go to the Scarlet Orchard and talk to the shopkeeper. Say "ujhfs psdibset."

At the Docks: Cigars and Tigers

Take Bill's Cab to the Ad-Dur Docks. Press Look and you will see a second story window. If you've got the Super Spy chip, use that skill. Otherwise, chip in and use Alpine Jack. Read message. Chip in The Phantom. Use The Phantom skill. Look (twice if you don't have the Super Spy chip). Get Cuban cigars and tiger orchids packages.

Take Bill's Cab to the Budayeen. Go to Heavenly Fragrances. Talk to the shopkeeper. Give orchids to shopkeeper. Go to the Smoke Shop and talk to the shopkeeper. Show Cuban Cigars to shopkeeper. (Don't have Hajjar analyze the Cigars. If he's already done so and confiscated them, retrieve them by purchasing some real Cuban tobacco at the Smoke Shop and revisiting Hajjar. Then drop the real tobacco and pick up the original package.) Go to Maq-Allah's News and talk to shopkeeper. Look at paper.

Go to morgue and talk to the attendant. Say "Luigi" or "Casolari." Save. Action: Pick up Demolitions chip. (If attendant prevents you from exiting with it, leave one of your chips in its place; alternatively, you can return to use the Demolitions chip when it's needed to rig the bomb.) When phone rings, answer it and note the phone number of the suspect.

Go to Mahammad's Glass and talk to the shopkeeper. Say "pee xpnbo." Give shopkeeper 150 kiam. Action: Get crystal ball.

Go to Madame Mimi's Tarot Den and talk to the shopkeeper. Say "cologne" and listen for the clue about "coming very close to death." Save game.

The Radio Direction Finder and the Warehouse

Have Kung Fu Master chipped in. Go to the cemetery. Look, then fight until Alejandro flees. Look until you see the frequency on the broken Radio Direction Finder on the ground. Use your Radio Direction Finder (with the frequency from above) and follow the signal to the warehouse northwest of the intersection of north 14th Street and the alley. You should get the message "The RDF leads you to a locked warehouse..."

Take the Kung Fu Master chip out and chip in the Demolitions chip. Use the dynamite. Be sure to chip Kung Fu Master back in before entering the warehouse. Save. Enter the warehouse, fight Alejandro, listen to his dying words, and look for Abdul. Free him.

Go to Hassan's and speak to Mahmoud, who will give you two items. Make sure you have two slots open for the Holo Viewer (which enables you to show the Holo to other people) and the Static pistol (worth about 350 kiam at Crazy Abdul's). Also ask him about Abu Salah.

Viewing the Holo Disk

View the holo with the Viewer. If you want to view it before obtaining the Viewer, take the holo to Shoukri's Adult Video Holo and say "yes" to viewing the latest porno holo. Notice the nationality (Japanese).

The Answering Machine Chip and the Sapphire Quest

The answering chip can be listened to with the answering machine from Friendly's Pawn Shop. To hear the whole message you will need the Japanese chip, since Kenjii and his daughter are Japanese (see "Viewing the Holo Disk," above). Say "Japanese" to Laila at her Mod shop. Say "Japanese" to the Jeweler at the Jewels of Morocco, and he will send you on a quest for his stolen sapphire. Get it and he'll give you the chip.

Go to Franco's Tattoo Parlor and ask about serpents and samurai. Franco will tell you about Marco and Manny. Franco talks about Marco working at a shop that would sell a holo system cheap (Friendly's). Ask about Marco at Friendly's, and he tells you that Marco worked at Electroniques. Ask about Marco at Electroniques, and you'll learn his last name was Herrera.

Manny, Marco, and the Warehouse

You will need to crack the computer (see below) before you can access the files on Marco and Alejandro Herrera. Right now you can pursue leads by asking around about Manny. At AAA Loans, Guido will give you a matchbook with "SP" on it. At the Silver Palm, Heidi will talk about Manny's beautiful eyes. At the Eyes of Texas, the attendant talks about "card counting." At the Gambling Den, Karim mentions a green-eyed, red-haired girl. At the Red Light Lounge, Fanya tells you Manny lives at the Ad-Dur House.

At the Ad Dur House, say "Manny" and give the landlord 20-100 kiam to let you into Manny's room (or you can get in by using the Phantom Chip skill or an electronic lock pick). Look in Manny's room until you find a note. Look at the note. Get a knife and go to the warehouse in the alley off of south 1st street. Look and you will see a bloody trail and a tied-up crate. Use the knife to cut the rope. Look. Then get the half-ring. Look at the half-ring for the clue to get the rest of what you need to know to obtain the access code for cracking the computer.

Go to AAA Loans and ask about Manny or show Guido the half-ring. If you're not packing a gun, get one before proceeding; if you don't, you may

lose money to an attacker. Go to Abu Salah's Rug Shop and say "Guido." Take 1000 kiam back to Guido and get your 100 kiam. If you lost the 1000 kiam, either call Papa or gamble to win it back. Listen carefully to what Guido says. Go back to the Rug Shop when it is closed, break in (use the Phantom or Super Spy chip, or the electronic lock pick) and search for clues. Get the black key. You may want to ask the police computer about Abu Salah.

The Rad Hacker Cracks the Police Computer

Chiri will tell you that you can find out all there is to know about someone from the police computer if you have their first and last names and if you can use the computer. Buy a Detective's Badge for 58 kiam from Rico, a street dealer who frequents the Tattoo Parlor, Frenchy's, and the Adult Holo Shop. Go to the police station and ask the computer about Alejandro Herrera (press Action, then select Use the Police Computer). You will be thrown off the computer and out of the police department. Write down the telephone modem access number (054AJR86) you see on the side of the computer as you are being thrown out. The policeman will take the badge you bought.

You need to buy uplink cables at Friendly's Pawn shop, a terminal from Electroniques, and the Rad Hacker Chip from Laila's Mod shop (113 kiam). In order to do the next part of the solution, you will have to track down Manny Mancuso for the other half of the ring. Now all you need is the access code, which you will get if you take Bill's cab to the Shimal Mosque at 1 a.m. — be sure to arrive before 1 a.m. and wait. Look and write down the access code for the computer (hsbwjuz). Chip in the Rad Hacker, use the terminal, dial the phone number, and give the access code.

The Sapphire and the Message

Accessing the computer, you will learn that Alejandro Herrera and Marco Herrera live together in the Nfejobi Hotel. Look in the Nfejobi Hotel and use the Phantom or Super Spy chip or the electronic lock pick to get in the room. Look in Marco's room and get the sapphire (examine body) and a bullet (in the wall). Give the sapphire to the jeweler in return for the Japanese chip and 300 kiam. Go to Friendly's and get the answering machine. Chip in the Japanese chip and use the answering machine to play the message. Show the bullet to a gun expert (Crazy Abdul, street dealers, or Hajjar). You'll learn that it is a .357 magnum bullet.

The Eyes of Texas

In order to speak with Mack Dixon, Mackie, or MCDIX, you will need to buy an English 101 chip from Laila. You will find traces of the large Texan all over the Budayeen. Keep asking and you will get his whole name. Then check him out on the police computer. If you ask the hooker with the very long, pure white hair and blue eyes at Frenchy's, she will tell you about a Dixon in the Budayeen Hotel (in the center of the map). Say "Dixon," then "room" to the Budayeen Hotel Clerk. Bribe the clerk with 20 kiam to go to Dixon's room. Look at the room. Ask the shopkeeper in Cold Tea about Dixon; he will tell you about delivering bourbon to the Budayeen Hotel and Hotel Del Palazzo. Go to Hotel Del Palazzo, talk to the clerk and bribe him to see Dixon's room. Go to Leather Goddesses and ask about Mackie or Mack Dixon or MCDIX, give the madame 100 kiam, and pump Stormy for information (use one of the sex chips). Ask about him in the Budayeen shops. Try Transpex Games. Ultimately, go ask about Mack Dixon at The Eyes of Texas and bribe the shopkeeper (40-80 kiam) for Dixon's phone number (229AAC33). With English 101 chipped in, you can call him and then visit him in his room (921). Notice the numbers on the alarm clock, a clue that MCDIX is a code based on Roman numerals.

The Holo Viewer, Tamara, Lily, and the Emeralds

Ask the nurse at the hospital about Tamara. Talk to the nurse and use the Holo Viewer (obtained from Mahmoud) with the holo of Tamara. The nurse will ask for a bribe of emeralds before she'll reveal Tamara's new identity. Go to the Jeweler and ask him about emeralds; he will say he sold the last emeralds to a street dealer. Say "emerald" to all the street dealers until you find the right one (the young gentleman, sometimes found at Chiri's). Bribe the street dealer with at least 15 kiam to learn he sold the emerald earrings to a dancer. Ask the dancers in Chiri's about emeralds and some of them will tell you that Lily was showing them off. Lily is a dancer on the circuit and she moves from club to club. (Try Jo-Mama's and Frenchy's.) You might want to ask about the circuit. Say "earrings" to Lily, who will ask you to find something green and pretty. Buy a green snake at the Snake House and show it to Lily. Lily will be scared by the snake and pass out. You grab the earrings. Give them to the Medical Center nurse. Tamara Carter's new identity is Arissa Lockhart. She works the circuit as a dancer but can be found at Chiri's most of the time.

The Device and the Notebook

Go to Arissa and say "Tamara." Arissa will talk, leave, and telephone you. Make sure Kung Fu Master is chipped in. Go to Arissa's Hotel, The Grey House, and look. Save. Go to the Warehouse in the alley that connects to South 1st Street. Fight Abu Salah. Get notebook. If you did not get the black key earlier when you searched Abu Salah's Rug Shop, go there now, get the key, and rescue Arissa Tamara by using the key in the warehouse. She'll die if you don't get back in time, so you may prefer to deactivate the device with the MCDIX code (1409). This is also the code that will open the notebook. Go to Papa's, talk to Papa, and give him the notebook. Your victory level depends on how long it takes to complete the game, how angry Papa is at you, and other factors related to the notebook.

Codename: ICEMAN

One of the toughest adventures ever produced by Sierra, *Codename: ICEMAN* was designed by Jim Walls, who did the far easier *Police Quest* series. *ICEMAN* casts you as a Naval officer assigned to rescue an American diplomat held hostage by terrorists in Tunisia, a mission that entails much more than mere logical puzzle-solving. You've also got to master the controls of a nuclear submarine, for *ICEMAN* combines Sierra's conventional animated adventure with a submarine combat simulator.

Besides getting past a pair of Soviet warships, you must decipher some bewildering secret codes to obtain vital clues, then don scuba gear and swim to shore before running out of air. Numerous animated sequences tell the story as you meet other secret agents, go topside on the sub to scan the horizon, and finally confront the terrorists in a spectacular showdown. There's even a chase scene (but you're allowed to skip it if those hairpin turns prove too tricky to negotiate).

The sound effects are among Sierra's best, from the authentic ping of sonar to the bubbles from your scuba tank and the whirring and grinding of tools in a machinery shop. And the hard-driving music brings to mind the theme song of *Top Gun*.

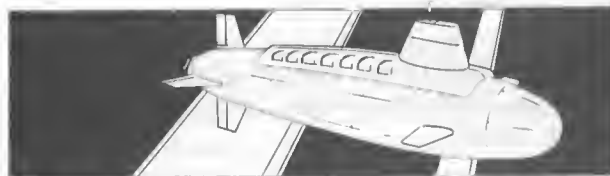
Don't go near *Codename: ICEMAN* unless you're fully prepared for some unique tests. This is Sierra's most topical tale and one not to be missed by simulator aficionados.

Type:
Animated Adventure/
Submarine Simulator Hybrid

Difficulty:
Advanced

Systems:
MS-DOS (512K required, 640K on PCjr, 8 mhz or better and hard disk recommended, mouse/joystick optional, CGA/EGA/MCGA/VGA/Hercules, Roland MT-32/Ad Lib/Game Blaster/IBM sound boards); Atari ST (512K); Amiga (512K); Macintosh

Company:
Sierra, Inc.



The Solution

Tahiti: Reading and Rescuing

Get magazine. Read magazine. Stand. Walk left. Play ball. When girl chases ball into ocean, follow her. Follow CPR instructions from manual. After you've saved her, walk to chair and get shirt. Go to the resort lobby.

Dancing with Stacy

Walk to the clerk and get key. Walk to the sign on the back wall and look sign. (Note phone number.) Go to the bar and walk to the girl with black hair who's sitting alone at a table. Dance with girl. (Type stop when you want to quit dancing.) Follow girl to table. Sit. Buy Stacy drink. After animated sequence, sit. Answer Yes to her question.

At Stacy's Hut

When you and she are outside her hut, kiss Stacy. Answer Yes to her question. Once inside, sit. Talk. Kiss Stacy (until you see fireworks). Stand. Get note. Read note. Leave hut. Look sand. Look glimmer. Get earring. Look earring. Open earring. Look in earring. Get microfilm. Walk to your hut. Open door.

In Your Hut

Open closet. Search clothes. Search pockets. Get black book. Walk to nightstand. Open drawer. Get change. Get ID card. Leave. Walk to resort lobby. Insert change in newspaper machine. Open door. Get message from clerk. Read message. Return to hut. Use phone. (Type in General Braxton's number: 1-202-555-2729.) Talk. Call the transport service (555-6969). Talk. Go to beach in front of the lobby and enter the boat.

Washington, D. C.

Talk to driver (at airport). Show ID. At Pentagon, show ID to guard at front desk. Push button (on elevator). Show ID to guard. Go through door. After briefing, stand and get envelope. Leave briefing room and get ID from guard. Look at ID. Get ID. Leave Pentagon.

Pearl Harbor

Talk to driver at Oahu Airport. Yes. Show orders. At the USS Blackhawk, walk up gangplank and salute flag. Salute deck officer. Request permission to come aboard.

USS Blackhawk: In Your Quarters

When standing in your quarters, open drawer. Get vernier caliper. Open bookshelf. Get decoding book. Close bookshelf. Exit through door on left. Read instruction manual for directions on how to pilot the sub. At the first stop, stand and follow the Captain to his quarters.

In Captain's Quarters

When Captain asks for number to briefcase, type 134. Get combination (23448803). Get envelope. Open envelope. Look chart. Look orders. Follow Captain back to Control Room. Walk to map table and look map.

Plotting a Course

Use the chart from the game package to plot a course (72N x 170W, 86N x 86W, 83N x 2W, 65N x 23W, 36N x 12W). After entering all the waypoints, return to your quarters and put calipers in drawer. Sit at control panel. When the Captain says the radio's ready to receive coded messages, stand and walk to the two men on the left. Get messages (write them down).

The Jammed Torpedo Conveyor

Go to the Torpedo Room. Talk. Cycle equipment. When conveyor stops, examine conveyor. Go to Machinery Room.

The Machinery Room:

Making a New Cylinder

Open cabinet. Get cotter pin. Get cylinder (six inches). Walk to lathe. Use lathe. Set lathe (one inch). Turn on lathe. Walk to drill press. Use drill. Get bit (1/4-inch). Turn on drill. Walk to grinder. Use grinder. Walk all the way left into the Engine Room. Open drawer. Get hammer. Return to Torpedo Room.

Repairing the Conveyor

Fix conveyor. Insert cotter pin. Cycle equipment. When torpedo is loaded, return to Engine Room and put hammer in drawer. Walk to Galley if you wish to gamble. Otherwise, head for the control panel and skip the next paragraph.

The Galley and Boss Dice

You can play the dice game if you wish, but it isn't necessary. To play, type Get Bottle. You can either quit after you've won the bottle, or keep playing and try to win the magnetic device (which requires winning the bottle and all the old salt's money). Play it only if you really enjoy it, since you can get by without the bottle or the device—though the device will save you some time and effort later on.

The Russian Destroyer and the Icebergs

At the second stop, the Captain tells you to accompany him topside. Follow him up the ladder. When he grumbles, talk. After the animated sequence, save and return to the control panel. Turn on silent running (Shift F4); turn active sonar off (Shift F3). Don't go faster than five knots. Dive to about 700 feet but don't fire a torpedo yet. Remain at 700 feet until you see a white line. (Numerous torpedoes will miss, so don't worry.) When the white line is about halfway across the screen, fire all your Harpoon missiles. Be sure to target first. Don't fire when enemy torpedoes are near. After sinking the destroyer (which may take more than a few attempts), fire decoys at any incoming torpedoes, because torpedoes will hit you otherwise.

Decoding the Messages

At the second stop, stand and get messages. Write down the letters. Go to the Captain's quarters and open the safe and briefcase. Look briefcase. Insert ID card. When you see the viewer, insert microfilm. Abbreviations are "A" for Army, "N" for Navy, "AF" for Air Force and "M" for Marines. "N" is the only one you need to remember. Close briefcase.

Go to your quarters and stand in front of computer. Look book. Convert the letters into numbers; a pair of letters (like "FD") represents a two-digit number ("FD" = 14). For the CIA messages, add uisff; if you get a number higher than nine, subtract ten. The first number of each set represents the page you turn to in your instruction manual. The second number tells you the line in the purple box, and the third number tells which word to look at. For each code you will have two words. Use computer. Type in the words. The computer will decode the words. Decode both messages in this manner.

The Icebergs, Ice Station, and the Russian Alpha Sub

After sinking the destroyer, you must navigate through the icebergs. Do not dive or surface. When past the icebergs, you'll get a message about Ice Station. Contact Ice Station. You'll get two more messages. Decode them as before. When the Alpha sub attacks, you may either sink it or evade it. Either way, start diving as soon as you get word of the sub. To evade the sub, dive to 2,300 feet (bottom of ocean) and shut off engines. The Alpha will eventually leave. To sink it, dive about 1,000 feet (until the water temperature rises to three degrees). Stay there with your engines off until the sub (white line) passes all the way across the screen and back again. Use stingray torpedoes to sink the sub.

The USS Coontz

After getting past the Alpha sub, you must follow the USS Coontz to Tunisia. When you get a message about sonar pings at irregular intervals, turn on active sonar (Shift F3) until you hear a pair of pings. Shut the sonar off quickly. Use the right and left arrow keys to bring the Blackhawk (blue bar) under the cross. Then use the keys to follow the cross to the other end of the screen (you will have to speed up and slow down during the trip. Save often).

Preparing to Leave the Blackhawk

When the Captain tells you to come to periscope depth and speed, attain a depth of 70 feet and a speed of five. He'll tell you to come take a look. Stand. Look in periscope. Turn it to 40 degrees, 283 degrees. Push the down arrow key. Walk to Sonar Man. Say: Get distance to oil rig. Get distance to harbor (2,850 yards and 1,640 yards). Walk downstairs to the Engine Room.

Problems with the Diver Vehicle

Push button and get diver. Test diver. Examine vibration. Examine shaft.

Machinery Room

Get the key from the man. Open cabinet. Get washer and nut (both half-inch). Walk to Engine Room. Open drawer and get wrench (half-inch).

Getting the Scuba Suit and Other Gear

Go to Locker/Food Room. Open cabinet. After the officer takes the scuba suit, go to Torpedo Room. Go to the cabinet next to the door. Get plastic explosives and both boxes of flares. Return to Engine Room.

Repairing the Diver Vehicle

Put xbtifs on shaft. Put ovu on xbtifs. Tighten ovu with wrench. Open drawer. Put wrench in drawer. Enter coordinates: first distance 2,850, first heading 283; second distance 1,640, second heading 40. (Before proceeding, make sure you are carrying no metal objects other than the key; if you are, you may have not have time to return them and will have to restore a saved game.) Climb ladder. Open door. Get gear.

Blowing the Oil Rig

Save. Swim west until your distance stops decreasing (525 yards), then swim north until you reach the oil rig. Plant bomb. Quickly swim east until your distance stops decreasing (450 yards), then swim north. If you have the magnetic device, swim up into the harbor and skip down to the "Tunisia" section.

Entering the Harbor (Without the Magnetic Device)

(Be prepared to restore a game, for you'll have to repeat these steps until you complete them without running out of air.) Swim west two screens and get the bottle. Enter the cave behind a rock in the upper left of the screen. In the cave, light a flare in each room, then swim in the direction the sparks travel (see map for route, but bear in mind that it does not show all rooms in the maze). The exit from the room with the rocks is in the lower right corner. It's very tricky, even when you know the precise location of the exit. (On the inset map, position the cursor over the area to get your bearings, then swim down from the east side of the screen, then west and down. In the next room, move east a bit, then down and exit to the right).

In the Harbor, After the Caves

Wait for the fisherman's net. Put bottle in net. Wait for net to lower again. Swim east two screens. Hide diver. Swim west two screens, then north (up).

Tunisia: The Fisherman and the Fish

Say jdfnbo to the fisherman. Look fish. Get line. Look weight. Open capsule. Look map. Go west. Go through left door. Open crate. Get clothes. Leave and go east. North. West.

The Oasis and another Map

Say jdfnbo to the girl. Get map. Look map. Give map to Stacy. East. East. North. West. Walk through double doors.

In the Apartment

Open icebox. Get butter dish. Open butter dish. Get paper. Look on top of icebox. Get tape. Walk to counter. Get tvhbs jar. Open jar. Empty jar. Open bottom. Get rubber. Get weapon. Walk to phone. Get business card. Use phone (03-120-1204). Talk. Use phone (13-555-8097). Talk. After the knock at the door, open door. When caterer asks for money, draw gun. Get clothes. Tie caterer. After Stacy arrives, go outside.

Meals on Wheels

Before exiting van, get food and hide gun in food. Open door. Walk to guard. Inside the compound, put food on table. Remove lid. Get gun. Shoot guard. Shoot guard (type quickly or die!). Untie Ambassador. Wear clothes. Type "leave." During car chase, slow to 20 mph while turning, or skip the chase altogether.

Codename: ICEMAN

Map Key:

Code-name: ICEMAN

A: Magazine, Shirt

B: Room Key, Phone Number of Dinghy Service

C: Stacy

D: Note

E: Earring, Microfilm

F: Block Book (General's number), Chong, ID Cord

G: Message from General

H: Envelope (Orders); Obtained in Pentagon Briefing

I: Caliper, Decoding Book

J: Briefcase (short), Combination to Safe

K: Cotter Pin, Cylinder, Lothe, Bit, Drill Press, Grinder, Key, Washer, Nut

L: Hommer, Wrench, Diver Vehicle

M: Scuba Gear

N: Flares, Explosives

O: Second Bottle

P: Net

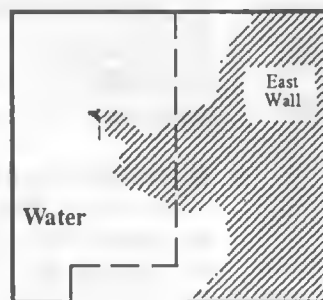
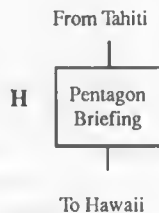
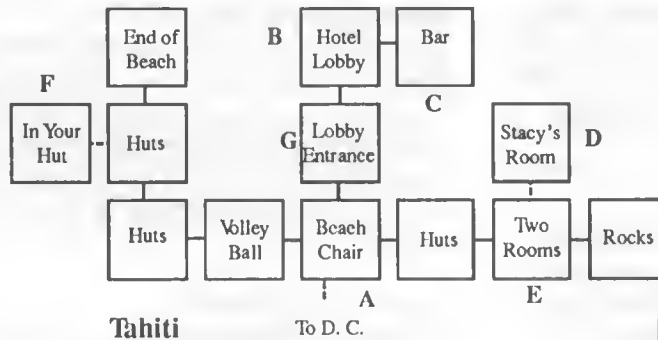
Q: Fisherman, Fish, Line, Weight, Capsule, Map

R: Crate, Disguise

S: Stacy, Map

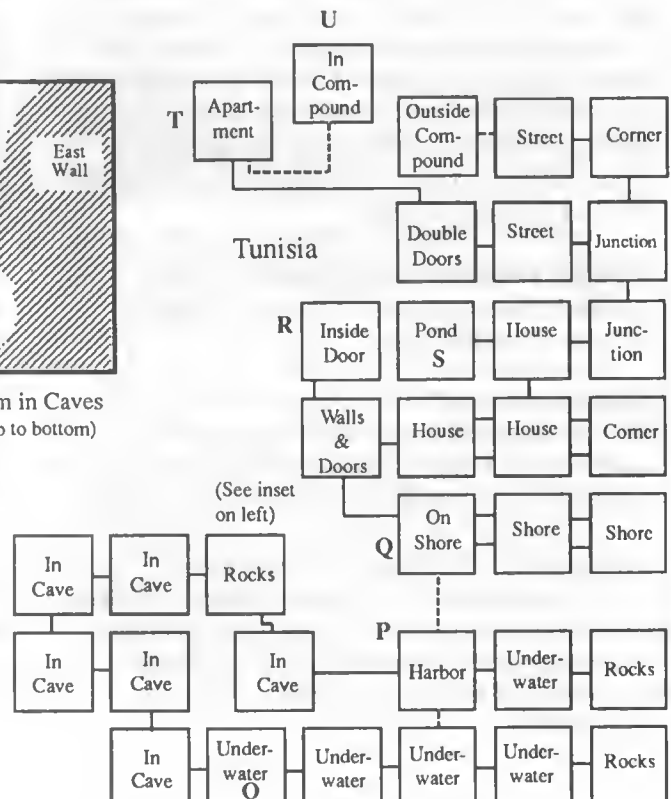
T: Butter Dish, Paper, Tape, Sugar Jar, Business Card, Clothes, Food, Phone

U: Lid, Ambassador, Clothes



Inset of Rocks room in Caves (follow dotted line: top to bottom)

The Harbor & Caves





Deja Vu II: Lost in Los Vegas

This sequel brings back more than just memories, for it uses some of the same Chicago locations and characters from the first game, *Deja Vu*. As in the earlier game, you assume the role of second-rate detective "Ace" Harding. This time you've been kidnapped and taken to Las Vegas by mobster Tony Malone, who thinks you know the location of \$112,000 that's been missing since Joey Siegel's murder. Your goal is a clever one: You must find a way to trick Malone and his protégé into killing each other before the time limit expires—and you expire with it.

Deja Vu II uses essentially the same game system as its predecessor, featuring interactive graphics of objects that you can click on to examine. Put objects into your inventory by "dragging" them into a window representing your coat pocket. Use them by selecting a verb. Occasionally you talk to people with the "speak" command, but most actions require no typing. To move to an adjacent room, you can click on a door in the picture, or on a little box representing the door in an onscreen map. (This highly visual interface preceded similar designs in Lucasfilm's *Loom*, among others.)

There are more digitized sound effects than before and the MS-DOS version of the game now features VGA graphics. All versions profit from the kind of spot animation seen in *Shadowgate* and *Uninvited* but not in *Deja Vu I*. Even though it's easier than the first game, *Deja Vu II* is still full of red herrings to lead you astray.

Type:

Graphic Mystery Adventure

Skill Level:

Novice

Systems:

MS-DOS (512K and two floppies or hard drive required, mouse recommended, EGA/VGA); Amiga (512K); Apple IIGS (768K required); Atari ST (512K and color monitor required); Macintosh (512K or higher; supports color on Mac II)

Company:

ICOM Simulations/Software Toolworks

The Solution

General Advice

A thug will intermittently appear and warn you how little time is left. Take one of the cigar rings he drops.

Going south from desert locations often gets you lost in a desert maze (this is not shown on the maps).

To play blackjack, select all of your chips (with the shift-click method if using a mouse), then click on "operate" and the table. Your friend will then deal the cards. If your card total is close to 21, click on "Hit" and then the table; otherwise, click on "Hit" and then the "Self" button. Ordinarily your former partner will let you win. When he is replaced, use "shift-click" to select all your chips and drag them to your inventory immediately. Otherwise the new dealer may confiscate them.

Once you have enough money, head directly for the train station. You should only travel east and west from the entrance to the Lucky Dice Hotel/Casino. You must travel to and from Chicago by train; boarding trains for other destinations will get you killed.

In Chicago you can travel to different locations by cab but will have to *show* addresses to the cabbie, since he cannot hear you. Wear the police uniform only when you go to the morgue, and change back to your regular clothes before leaving Chicago. In places where you must wait, make time pass by double-clicking on objects (to examine them).

Bathroom

Take pants. Wear pants (operate pants on self). Take trenchcoat. Operate trenchcoat on self. Open door. N.

Bedroom

Take cigar ring. Take train schedule from dresser. Open hotel room door. Exit bedroom.

Corridor

Open casino doors. Go casino doors (entering Lobby). Examine picture. W.

Cashier's Room (First Time)

Open pants. Open wallet. Operate \$10 bill on cashier. Take chips. W. W. W. W.

Blackjack

Examine dealer. Operate gbefe dmjqjoh on dealer (he recognizes you and will let you win). Play blackjack until dealer is replaced. Take chips. E. E. E. E.

Cashier's Room (Second Time)

Operate chips on cashier. Take money. East (to Lobby). Open outside doors. South (to Casino Entryway). E.

Train Station (Las Vegas)

Open door into train station. Enter train station. East to Baggage Claim Department. Examine "Departures" sign. Go to track indicated for next train to Chicago. (Wait for train, if necessary.)

Riding Train (to Chicago)

Enter train. Operate \$20 on conductor. Take back any change offered. Wait. (Once underway, the train will deposit you on a platform in Chicago.)

Chicago Train Station

South (from platform to Train Station). Operate quarter (from wallet) on newsstand clerk. Take newspaper. Open outside doors. S.

Your Apartment

Enter taxi. Operate driver's license on Gabby the cabbie. Exit taxi. Open front door of apartment building. Enter apartment building. Operate lfz in qbout on door to Apartment 1A. Open door to 1A. Enter Apartment 1A. Take flashlight and cigar ring. Open junk drawer. Take penknife and small brass key. Open overcoat. Take money from overcoat. Exit apartment. (For amusement, you can operate the small brass key on the nearest mailbox, open the mailbox and examine your mail; it has no bearing on the game's solution, though.) Drop brass key.

Joe's Bar: Siegel's Office

Enter taxi. Operate sfd fou dmjqjoh about Nvsefs on Gabby the cabbie. Exit taxi. NW into Alley. Up to Fire Escape. Operate the cpbset on the cpbset (opening the boarded-up window). Enter window. Open qipof. Take unusually shaped key. Exit window. D.

Joe's Bar: Back Alley Entrance

Go further up alley (to Back Alley). Open qfologf. Operate qfologf on door. Open door. Operate flashlight (on flashlight). Enter door. Open door to Bar. Enter Bar Room. Open door to Wine Cellar. Down to Wine Cellar. Operate single bottle (half-way up the right side of the wine rack) on itself. W.

Open round door. W. Operate vovtvbmmz tibqfe lfz on right slot machine. Open right slot machine. Take diary and Sugar Shack's card. E. E. Up (to Bar Room). S (to Hall). S (to Back Alley). Return to taxi.

Sugar Shack's Apartment

Enter taxi. Operate Sugar Shack's card on Gabby. Exit taxi. Operate qfolojgf on door to basement apartment. Open door to basement apartment. Enter Sugar's apartment. Open wardrobe. Take uniform. Open wbdvvn dmfbofs. Operate qfolojgf on wbdvvn dmfbofs bag. Take envelope. Open envelope. Examine McMurphy's letter. Exit apartment.

Morgue

Enter taxi. Drag pants and trenchcoat to inside of taxi. Operate uniform on self. Operate ofxtqbqfs on Gabby. Exit taxi. Open doors to morgue. Enter morgue. Open gate. Open freezer door. Enter freezer. Open drawer #5. Take upf ubh from corpse of Thomas S. Bondwell. Close drawer #5. Exit freezer. Operate upf ubh on morgue clerk. Open box. Take Bondwell's wallet from box. Exit morgue. (You can visit the burned-out ruins of Bondwell's house by operating the drivers license in Bondwell's wallet on Gabby, though this is not crucial to the game.)

Chicago Train Station

Enter taxi. Drag uniform to inside of taxi. Take pants and trenchcoat. Operate pants and trenchcoat on self. Operate train schedule on Gabby. Exit taxi. Enter train station. Examine "Departures" sign. Go to track indicated for next train to Las Vegas. (Wait for train, if necessary.) Enter train. Operate \$20 on conductor. Wait. (Once underway, the train will deposit you on platform in Las Vegas station.)

Las Vegas Station (Second Time)

South (from platform). East to Baggage Claim Department. Operate cbhhbhf dmbjn ujdifu (from Cpoexfmm't xbmmbfu) on attendant. Open suitcase. Open dirty clothes. Take picture and envelope from dirty clothes. Open envelope. Read Bondwell's letter. W. Exit train station. W. Enter Lucky Dice (to the north). Enter corridor. Operate elevator button (on itself). Enter elevator.

Elevator and Third Floor

Operate (on itself) the button for floor #3. Exit elevator. Open laundry hamper. Go hamper. Close hamper. Wait.

Reliant Laundry: Laundry Room

Operate spqft on crate. Up stairs. Open front door. Down stairs. Go hamper. Wait (until you hear thugs leave). Exit hamper. Up stairs. Open counter. Open office door. Enter office. Open desk. Open cardboard box. Take unmarked brass key and small magnet. Exit office. Exit front door. E. E. E. Enter Lucky Dice. Enter corridor. Operate elevator button on itself.

Fifth Floor of Lucky Dice

Enter elevator. Operate tnbmm nbhofu on elevator panel. Exit elevator. Open door to Ventini's Office. Enter Ventini's Office. Open desk ornament. Take dart. Exit Ventini's Office. Open elevator doors. Enter elevator. Take nbhofu. Operate button for Lobby (on itself). Exit elevator. Enter Lobby. Exit Lucky Dice. W. W. W.

Reliant Laundry: Chute and Secret Office

Operate vonbslfe csbtt lfz on chute. Open chute. Enter chute. Up stairs. Enter office. Operate ebsu on dartboard. Enter Secret Office. Open desk. Take letter from desk. Put djhbs sjoh in desk. Exit Secret Office. Exit office. Open front door of laundry. Exit laundry. E. E. E.

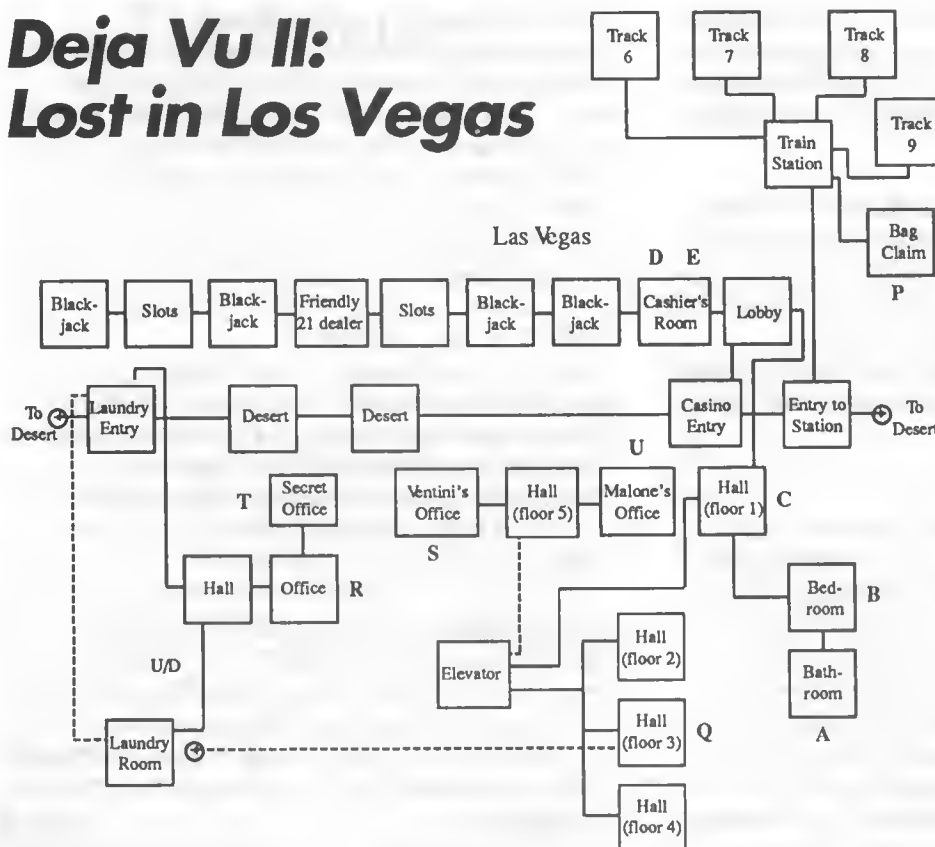
Malone's Office

Enter Lucky Dice Lobby. Enter corridor. Operate elevator button (on itself). Enter elevator. Operate nbhofu on panel. Exit elevator. Open door to Malone's office. Enter office. Open desk. Put diary, Cpoexfmm's mfuufs, and NdNvsqiz's mfuufs in desk. Exit Malone's office. Open elevator doors. Enter elevator. Operate button for Lobby (on itself). Exit elevator. Enter Lobby. Exit Lucky Dice. E.

Finale

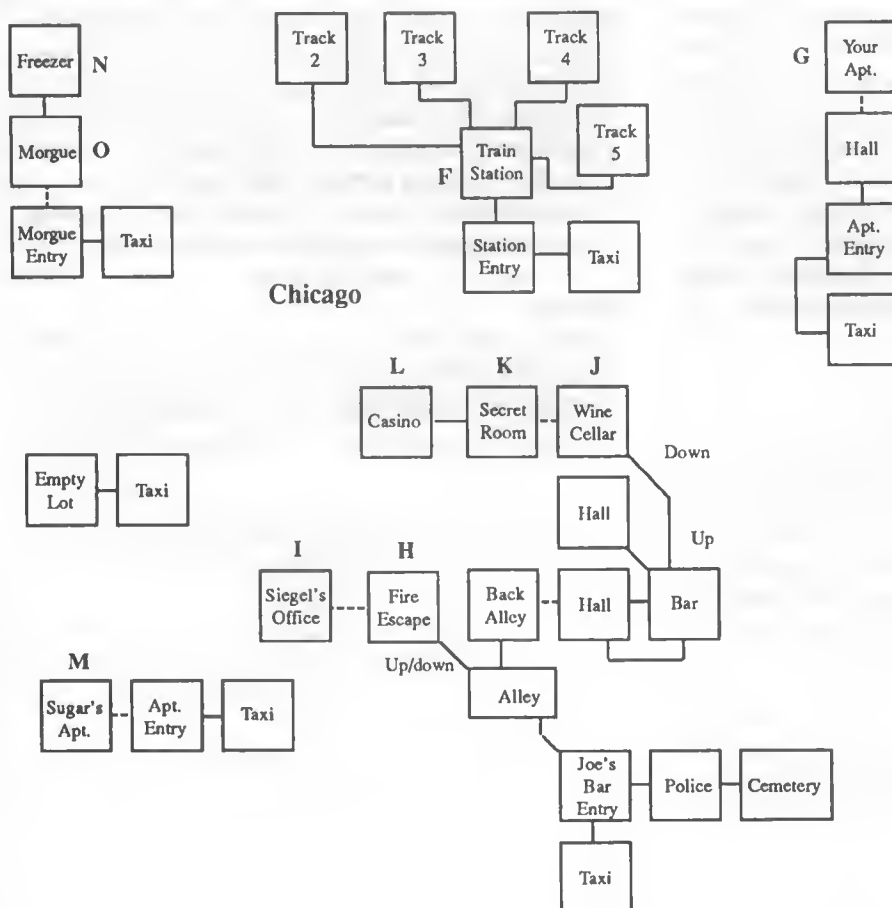
Turn on printer (if you have one). Enter train station. East to Baggage Claim Department. Examine sign for "Departures." Take any departing train. Operate money on conductor. Wait.

Deja Vu II: Lost in Los Vegas



Map Key: Deja Vu II

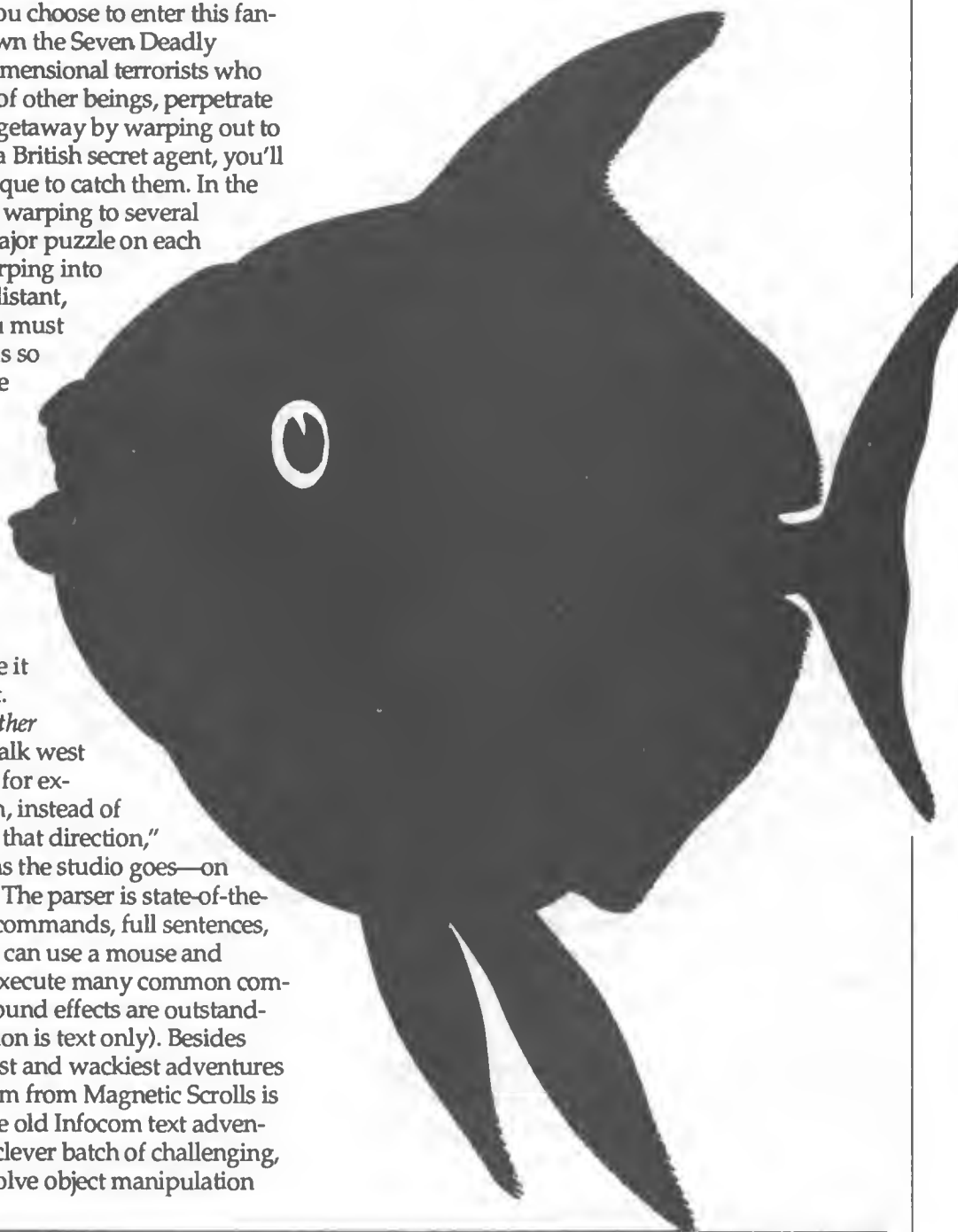
- A: Pants, Wallet, \$10 Bill, Quarter, Faded Newspaper Clipping, Recent Clipping, Driver's License, Trenchcoat, Key, Penknife
- B: Cigar Ring, Train Schedule
- C: Picture
- D: Chips
- E: Money
- F: Newspaper
- G: Flashlight, Cigar Ring, Penknife, Small Brass Key, Overcoat, Money
- H: Boards
- I: Unusually Shaped Key
- J: Bottle
- K: Slot Machine
- L: Diary, Sugar Shack's Card
- M: Wardrobe, Uniform, Vacuum Cleaner, Envelope, McMurphy's Letter
- N: Toe Tag
- O: Box, Bondwell's Wallet
- P: Suitcase, Dirty Clothes, Picture, Envelope, Bondwell's Letter
- Q: Laundry Hamper
- R: Desk, Cardboard Box, Unmarked Brass Key, Small Magnet
- S: Desk Ornament, Dart
- T: Desk, Letter
- U: Desk



FISH • FISH • FISH • FISH

Your mission, should you choose to enter this fantasy land, is to track down the Seven Deadly Fins—a gang of inter-dimensional terrorists who “warp” into the bodies of other beings, perpetrate crimes, and make their getaway by warping out to another dimension. As a British secret agent, you’ll employ the same technique to catch them. In the early stages, this means warping to several worlds and solving a major puzzle on each before you wind up warping into the body of a fish on a distant, watery world. Here you must round up odds and ends so you can build a machine that will save the “Planet of Fish” from destruction by those deadly dorsals.

Ultimately, *Fish* evolves into a variation on the classic, *Leather Goddesses*-style “find stuff and assemble it to make a device” quest. And it’s as funny as *Leather Goddesses* was. Try to walk west in the recording studio, for example, and the program, instead of saying “You can’t go in that direction,” tells you “That’s as far as the studio goes—on the first date, anyway.” The parser is state-of-the-art, accepting multiple commands, full sentences, and pronouns, and you can use a mouse and scroll-down menus to execute many common commands. Graphics and sound effects are outstanding (but the Apple version is text only). Besides being one of the weirdest and wackiest adventures ever, this British program from Magnetic Scrolls is just what veterans of the old Infocom text adventures are looking for: a clever batch of challenging, logical puzzles that involve object manipulation and timing.



Type:
Illustrated Text Adventure

Difficulty:
Advanced

Systems:
MS-DOS (640K required for EGA graphics, 256K for text-only); C-64; Amiga (512K); Atari ST (512K)

Publisher:
Magnetic Scrolls

The Solution

The Goldfish Bowl

Uvso pwfs. Enter castle. Enter smooth warp.

Smooth Warp

SE. SE. E. Pick up bird cage. W. Open bird cage. Drop bird cage. W. NW. N. (Wait for Micky to leave.) Pick up ejtd. S. SE. E. Get mould. E. Open cupboard. Get crucible, tongs, gloves, and hammer. Wear gloves. Hold crucible with tongs. Put disc in crucible. Hold crucible over fire. Pour gold into mould. W. W. NW. NE. E. (Wait for mould to cool.) Break mould with hammer. Get ring. Enter jagged warp.

Jagged Warp

Get jeans. Wear jeans. S. Tfbsdi svccjt. Get torch. Turn torch on. E. E. E. E. S. Get pew. Turn off torch. N. N. Turn on torch. Drop pew. D. S. Yes. Tfbsdi efcsjt. Move lid. D. Get cord. U. N. U. Get on pew. Climb arch. Ujf dpse to gargoyle. D. Pull dpse. Get gargoyle. D. S. D. Remove dpse from gargoyle. Put gargoyle in hole. Get chalice. Enter jagged warp. Get tee-shirt, jeans, and torch. Wear tee-shirt and jeans. S. E. E. E. N. D. S. D. Look in chalice. Get grommet. Enter small warp.

Small Warp

Type Spe, nblf some coffee. Get tape. W. W. Turn switch. Open wooden door. S. Get bin. N. Open secondary door. N. Close door. Push button. Open cupboard. Get head cleaner. Play head cleaner in cassette player. Tfu gbefs to gjwf. Play tapes in cassette player. (Write down three-number combination.) Open door. S. E. E. Open door. N. Examine cabinet. Set lock to combination. (Use all three numbers of combination from above: "152," for example, not "1, 5, 2.") Open cabinet. Get spindle. Enter large warp.

Paddlington

Look under Fishton. Get pass and fishofax. Examine fishofax. Put hand on print. S. D. S. E. D. (Wait for train.) Enter train. Wait (three times). Exit train.

Pickerel

U. SE. N. Buy tie and glasses with fisa. S. SE. E. S. Buy ear plugs with fisa. N. E. Buy hyperdriver, screwdriver, and bag with fisa. W. N. Buy fishton with fisa. S. W. NW. NW. D. (Wait for train.) Enter train. Wait (three times). Exit train.

Opah University:

The Protocopier & the Computer

U. E. S. Buy sachet with fisa. N. E. S. E. S. Turn to page 321. Tear page. E. Put ID in slot. E. SE. Put page in slot. Turn switch off. Get glass box. NW. Sit down. Login. Spbdi. Me. Commands. Games. Shutdown. (Note name of Shutdown's owner.) Quit. Logout. Get up. NE. Drop box and hyperdriver. SW. Put ID in slot. W (five times). D. Wait for train. Enter train. Wait (three times). Exit train.

Eelpout

U. NW. W. W. Buy mask with fisa. Give mask to drunk. Ask drunk for card. Buy mask with fisa. Give mask to (anyone but yourself). Buy mask with fisa. Buy cylinder with fisa. Give mask to (anyone but yourself). E. E. SE. D. Wait for train. Enter train. Wait. Exit train.

The Museum

U. N. N. Open sachet. N. Get crystal. S (three times). D. Wait for train. Enter train. Wait. Exit train.

Paddlington: The Dark Warp

U. W. N. U. Get case. N. Drop all. (Save game.) Enter dark warp. (This puzzle's solution is randomized. The object is to eliminate all possible directions except up, which appears every other move. You eliminate directions by choosing directions in-between, such as NE when your options are N, NE, and N. A representative puzzle: Options are N, NE, SE, SW, W. Go SE. Options: N, NE, S, SW, W, U. Go SW. Options: N, NE, E. Go NE. Option: U. Get cylinder. U. Get all. Turn off switch. S. D. S. E. D. Wait for train. Enter train. Wait (three times). Exit train.

Pickerel

U. SE. S. Ask owner of Shutdown about ejtdp. (He's usually here, but you may have to go looking for him.) N. NW. D. Wait for train. Enter train. Wait. Exit train.

Battersea

U. N. Drop fishofax. Pull switch. W. W. Unscrew screw with screwdriver. E. E. S. D. Wait for train. Enter train. Wait. Exit train.

Opah University: the Spy & the Photo Bridge

U. E. Give tie to (owner of Shutdown). N. E. Put ID in slot. N. Put dsztubm in tuna. Close tuna. Turn tuna on. Open tuna. Drop screw. Get crystal. U. Fill bag with gas. Open bag. Get bridge. Climb railings. E (three times). Put ID in slot. E. NE. Drop cylinder

and bag. Get hyperdriver. Turn lok screw with hyperdriver. (Note password.) SW. (Save game.) Sit down. Login. (Give surname of Shutdown's owner and his password.) Games. Shutdown.

Shutdown

Another randomized puzzle, this one's object is to advance each letter forward in the alphabet to spell "water." When you advance the first letter, or cell, it has no effect on the other columns. When you advance the second cell, it advances the first and third columns by one letter value. The third cell advances the second and fourth columns by two letters, and so on. It sounds more complicated than it is. The example below should help clarify things:

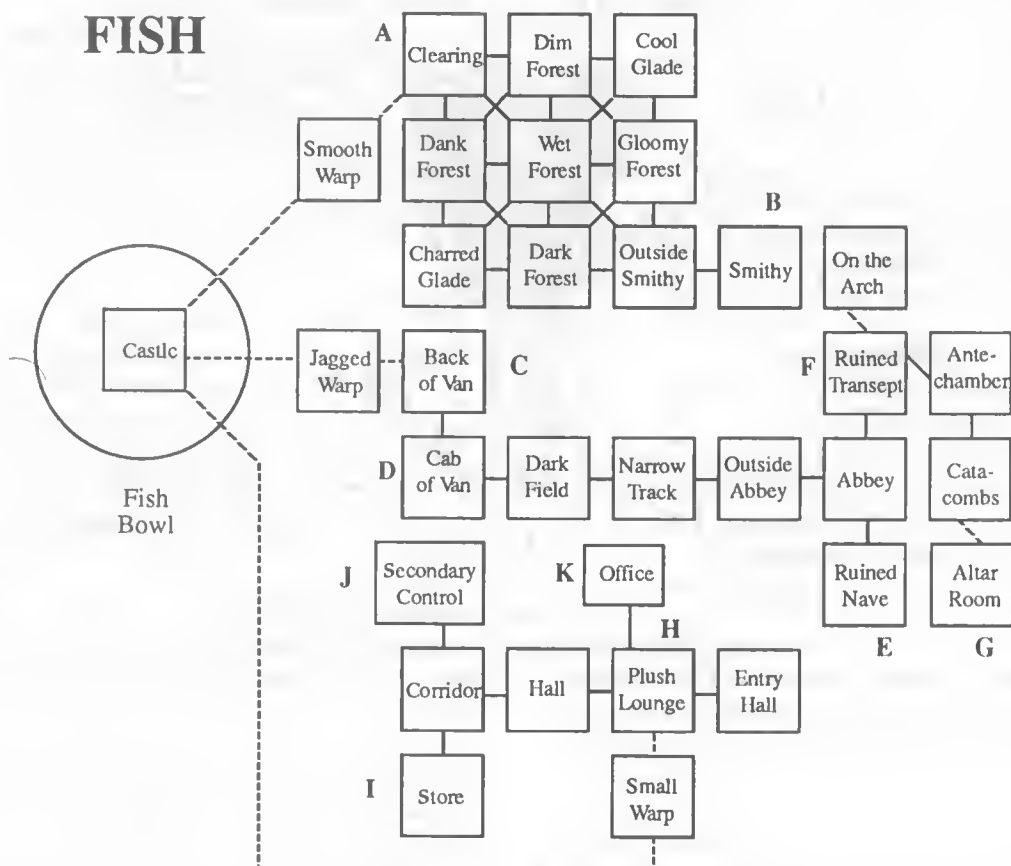
Sample starting position: MBOJB
 Cell-2, Value-12 NNPJB
 Cell-2, Value-13 OAQJB
 Cell-4, Value-17 OATAE
 Cell-5, Value-13 SATER
 Cell-1, Value-4 WATER

Once you solve the puzzle, Quit. Logout. Get up.

The Project Room

NE. Break glass box with tdsfxesjwfs. Drop tdsfxesjwfs. Get wheel. Attach csjehf to crystal. Attach gjmufs to wheel. Attach gpdvt gjmufs to crystal bridge. Attach crystal filter to case. Turn lok screw with izqfsesjwfs. Get accelerator. Put sfhvmbups in device. Screw regulator to device with lok screw.

FISH



Map Key: FISH

- | | |
|--|----------------------------------|
| A: Disc | K: Cabinet (Spindle) |
| B: Bird Coge (Mould), Gloves, Cupboard (Crucible, Tongs, Hammer) | L: Travel Pass, Fishofox |
| C: Jeans (Tee-shirt) | M: Tie, Sunglasses |
| D: Torch | N: Eor Plugs |
| E: Pew | O: Cylinder |
| F: Gargoyle | P: Hyperdriver, Screwdriver, Bag |
| G: Cord, Chalice (Grommet) | Q: Accelerator (Lok Screw) |
| H: Waste Bin (Tape) | R: Sachet |
| I: Tape bin (Tapes) | S: Crystal Tuna |
| J: Cupboard (Head Cleaner) | T: Protocopier (Glass Box) |

Future Wars:

Adventures in Time

Rare is the computer game whose screen graphics merit the word "art." *Future Wars*, a French import, is in that class. The game's illustrations are rendered in an original artistic style in which panoramic scenes resemble a painting on a wall rather than a location in a game. Other scenes appear as smaller pictures scattered about the screen, and a bevy of interactive graphics (items you manipulate by clicking on them with a mouse) make this an exceptionally engaging story.

You play a window washer who stumbles across a time machine that zaps you back to the Middle Ages. There, you wind up in the middle of a war between Betelgeusian aliens and 24th-century Earthlings. Several time-hops later, you have to defuse a time bomb whose nature fits the name in a most unusual way.

The *Future Wars* interface consists of click-on menus that materialize on-screen. To manipulate objects, you choose a verb (e.g., "take" or "operate") from a menu. To use the selected verb on an object in the game, you click on the picture of that object.

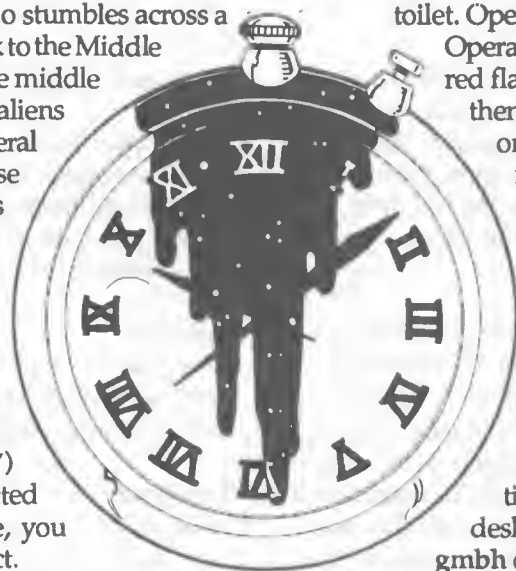
In addition to solving logical puzzles, you have to race against time to get past several roadblocks and, near the end, you get to blast a bunch of aliens in a mini-arcade game. Numerous animated sequences give *Future Wars* a cinematic feel (not like the cartoon-like sequences in many animated adventures), and the musical score, sound effects, and wry humor are the final layer of icing on this *piece de resistance* from France.

Type:
Animated Adventure

Difficulty:
Novice

Systems:
MS-DOS (512K, CGA/EGA/VGA/MCGA, Roland/Ad Lib sound boards); Amiga (512K); Atari ST (512K)

Company:
Delphine/Interplay



The Solution

Outside Building

When the opening sequence is over, take bucket. Walk to control panel on the left and examine scaffolding. Operate the red button. Walk to the open window and operate it.

Inside Office Building

Examine trash can. Take paper bag. Walk into toilet. Operate cupboard. Take insecticide. Operate door to W. C. and take little red flag (on floor). Use *cvdlfu* on *tjol*, then exit toilet and walk to the door on the right. After you get the message "something is under your feet," operate carpet. Operate right door. After the boss leaves, use *cvdlfu* on left door. Operate right door.

Map Room

Use key on cupboard below the bookshelves. Examine typewriter and note combination (40315). Operate drawer of desk. Take paper. Examine map. Use *gmbh* on little hole (on the map). Save game. Go east.

Secret Passage

Speed with the mouse is vital here. Examine keypad. Operate numbers (one at a time) found on the typewriter to reveal another door. Enter door (center-screen).

Teleport Room

Examine machine. Examine opening. Walk to machine and use *qbqfs* on opening. Operate green button. Operate red button. Take documents. Enter teleport tube.

Swamp (in the Middle Ages)

Walk left toward mosquitoes (walking only on the green areas in the swamp). Use insecticide on mosquitoes. Keep walking left until you notice a glint of light on the ground. Examine it to find a pendant. Go west.

By the Lake

Walk to the tree on the left of the screen and examine foot of tree to get rope. Use **spqd** on tree branch. Wait until someone walks up and throws away some clothes, then walk to the clothes. Take tunic. Take slacks. After you put on clothes, go west.

Village

Walk to guard on drawbridge. Use **qfoebou** on guard. Go northwest to the back of the castle and walk to the tree. Operate tree. Examine ground where coin fell. Go to the Pub and operate door. Use **tjmwfs dpjo** on innkeeper. Listen to all gossip. Exit. Walk to guard and use **qfoebou** on guard. Enter castle. Listen to the Lord. Exit.

Village

Examine **hvbse**. **Ublf** lance. NW. Go to tree and stand at tip of second root from the right. Use **mbodf** on monk's habit. E. E. Save game. Use **qmbtujd cbh** on lake. Quickly go west, then south. Walk up to bridge and use **gvmm cbh** on wolf. Walk to monastery door and operate door.

Monastery

Never walk to the center of the room and always walk clockwise. Go to the left door. Operate door. Enter and walk up to the monk. After he speaks, exit. Walk to the door on the right, operate door, and enter. Walk up to Father Superior. After he speaks, exit and return to room on left. Enter room and take cup. Exit. Enter room at the top. Use cup on one of the full wine barrels. Return to the room of the Father Superior and give the wine to him. When he collapses, examine Father Superior. Use control device on piece of furniture at bottom of bookshelves to get magnetic card. Return to Wine Cellar.

Wine Cellar

Climb ladder and use control device on barrel at top of ladder.

Prison Room

Examine Lana. Walk to her and stand in front of the case. Examine **hbt dbqtvnf** (directly below Lana). Walk to computer console and use **nbhofujd dbse** on console. Watch animated scenes.

The Future (4315 AD)

Walk to bottom right of screen and examine rubble to get blowtorch. E. Walk to white piece of rubble and examine box to find fuses. Examine rubble in

middle of screen to find manhole. Operate manhole cover.

Sewers

You can walk in just one direction. Do so until you reach the room with the tap (see map). Use **cmpxupsdi** on tap. Keep walking until you reach room with creature. Go near the creature and use **cmpxupsdi** on creature. Go up.

Outside Spaceport

Walk to door and examine videocamera. Use **mbodf** on videocamera. Enter spaceport. Save.

Spaceport

Walk to newspaper machine on left and examine coin collector. Use coin on money slot. Examine coin collector. Use coin on money slot to get newspaper. Wait for train.

Space Terminal

Speak hostess. S. Examine fuse box. Examine fuses. Use **gvftf** on fuses. N. Save. When guard is watching TV and hostess is powdering herself, quickly go between arrows and up the lift.

Jail Cell

Save. Use **lfz** on air duct. Use **hbt dbqtvnf** on air duct. Use **ofxtqbqfs** on air duct. Exit jail and wait until captured. Watch animated scenes.

Prehistory

Walk to Lo' Ann. Save game. W.

Shooting Sequence

Aim at aliens coming from left of screen, paying special attention to those marked "danger." After a while, the leader will appear on a flying platform. Kill him, and the attack will soon end. Examine Lo' Ann three times to get pendant and invisibility pill. Use **qfoebou** on Lo' Ann. Walk to spaceship.

Outside Alien Ship

Examine dead alien to get magnetic card. Enter ship through doorway.

Inside Alien Ship

Use **nbhofujd dbse** on card reader. Operate case. Take garment. Walk to videocamera and use garment on videocamera. Enter the suspended animation capsule (click on center of case) and operate case. The ship will take off for the space station. Save.

On Space Station

Move to the right side of the door, then use jowjtjcjmjuz qjmm as the door starts opening. After sliding down the ramp, go forward and left immediately. Quickly leave ship and go to the front of the boxes on the left of the screen. Examine box on the left and operate it.

Store Room

Listen to Albert. Save. Walk to door.

The Maze

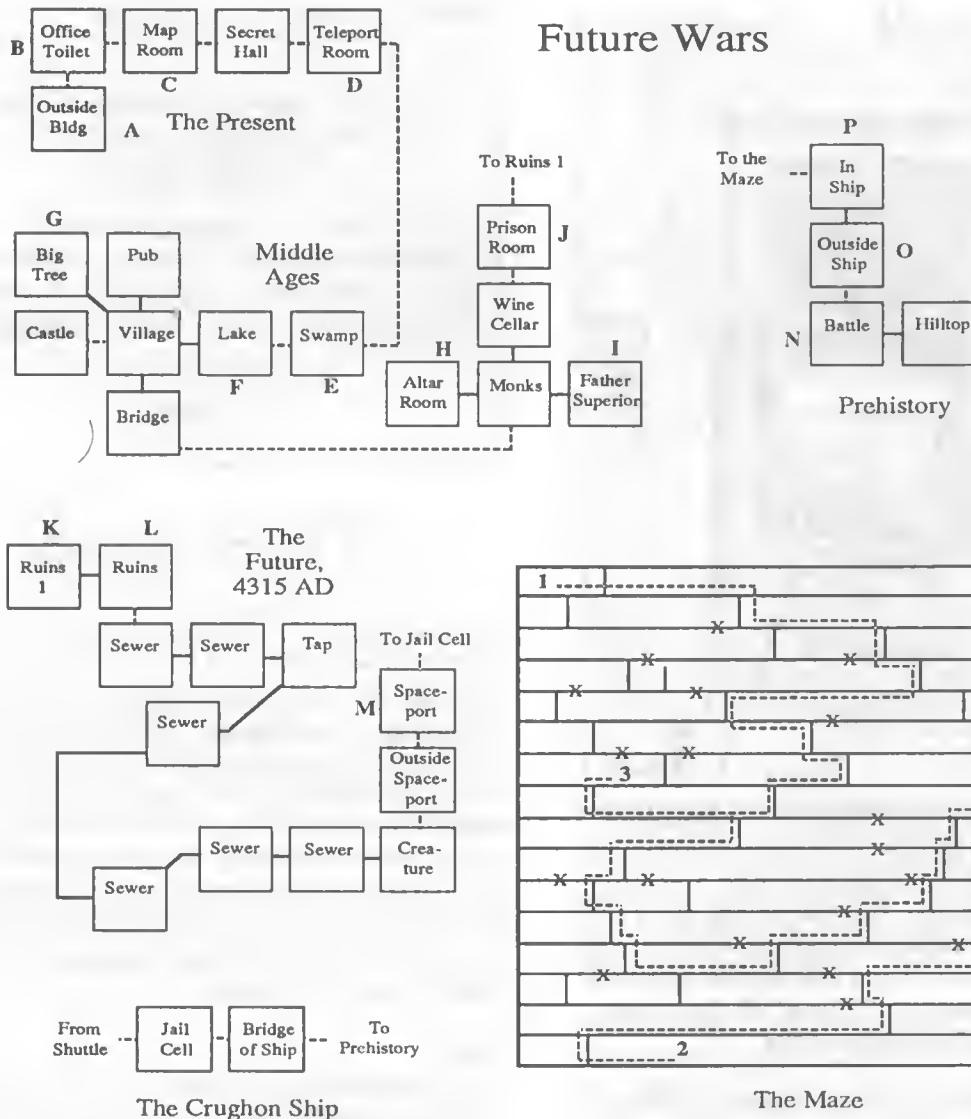
You have six minutes to find the computer room and exit the space station, so be quick. (See map.)

Computer Room

Walk to computer console on the left and use nbhofujd dbse on console. Exit.

The Maze

Follow map to the exit.



Map Key:

A: Bucket
B: Plastic bag, Insecticide, Little Flag, Key
C: Sheaf of Paper
D: Documents
E: Pendant
F: Rope, Clothes
G: Silver Coin, Monk's Habit

H: Cup
I: Control Device
J: Gas Capsule
K: Blowtorch
L: Fuses
M: Coin, Newspaper
N: Pendant, Invisibility Pill
O: Magnetic Card

P: Garment

The Maze

1: Start
2: Computer Room
3: Exit
X: Hole in floor
Vertical lines: Ladders
Dotted line: Path through maze

GOLD RUSH



Attempting to recreate the hardship and adventure of the California gold rush, this interactive yarn opens in Brooklyn. The year is 1848, your parents have just died, and you're heading west to strike it rich and rescue your long-lost brother. Before leaving, you must sell the homestead and make other preparations.

Historically accurate, in many respects, *Gold Rush* offers three routes to California: traveling overland by wagon train, sailing through the Panama Canal, or sailing around Cape Horn. Each has advantages and disadvantages. When you finally arrive, after a trip that consumes far too much time and provides far too little entertainment, you'll assemble the gear needed to pan for gold and, ultimately, dredge up the clues that lead to your lost brother. Because this was the last game created with Sierra's AGI devel-

opment system, the graphics are less detailed than those of more recent games, and you won't hear advanced sound effects and music — even if you have an add-in sound board. Mapping is tricky, for the layout is inexplicably disorienting: Walk north into some rooms, and you wind up facing west, for example. This, combined with the tedious nature of the gold-prospecting experience — on top of the time-consuming trip west — makes *Gold Rush* one of Sierra's least impressive titles. It might be worth investigating if you're studying this era of American history in school. Otherwise, don't head west aboard this particular wagon train.

Type:
Animated Graphic Adventure

Difficulty:
Intermediate

Systems:
MS-DOS (256K, Hercules/CGA/EGA/VGA);
Apple (128K); Apple IIGS (512K, color or monochrome graphics); Atari ST (512K); Amiga (512K);
Macintosh (512K)

Company:
Sierra, Inc.

The Solution

You must sell your home and book passage to California within the first fourteen minutes, when the gold rush starts. If this happens, you can't get a good price for your house, and transportation prices soar. Also, some shops (like the grocery) will close. Remember that the timer stops when a text window appears, but not while you're typing. You may want to start typing as Jerrod is walking, so you'll be ready when he reaches his destination. Don't forget to use the F3 key for repetitive entry (e.g., when you are looking for the coin in the gazebo, or panning for gold).

Park

Sell house. Walk south. Walk up. Unlock gate. Unlock door. Walk into the living room. Look at the table. Read album. Take photograph. Close desk. Take statement. Read statement. Note your account number, which is random — you'll need this number at the bank. Leave the house and wait for the real estate agent, a bearded man in a white coat. Approach him and accept his offer of \$850 for your house. Walk west one screen to the Gazebo and save.

The Gazebo

Avoiding the grass, walk to the entrance. Get flower. Walk the rest of the way in. Look gmpgs. Look dsbdl. You may have to walk around a bit, but keep looking at the cracks until you see a gold coin. Get coin. If you don't find it right away, load your saved position and try again, for time is vital.

The Newspaper Building & the Cemetery

Walk west past the post office, southwest. Enter the newspaper building and walk all the way to the back and through the doorway. Go either left or right until you can't be seen, and you'll appear again on level two. Walk forward to the front office on the east side. Look desk. Look cmpuufs. Read dmjqjoh. Return to level one and enter the office on the southwest side of the room. Talk to boss. Quit your job. Leave the building.

Walk south and follow the path to the cemetery. Two headstones in the back row are placed next to each other. Walk back to the one on the left. Sfbe tupof. Go to the one on the right and sfbe tupof. Put gmpxfst on grave. Walk back in front of the newspaper office. Go west two screens to the stage office.

Get Out of Town!

If you want to go overland by wagon train, enter and approach the man at the desk. Buy ticket. When the agent asks if you want a ticket to Independence, respond Yes. Buy ticket. Leave the building.

If you want to take a ship, go north one screen to the hardware and grocery stores. Buy fruit in grocery or buy mosquito net in hardware store. The fruit is for the trip around the Cape, the net for Panama.

If you have chosen one of these routes, you'll get four points for one of these actions. Since you haven't formally chosen your route by buying a ticket, these points won't show up until your ship sets sail.

Go east two screens and north one. Walk into the warehouse on the left side of the dock and read sign on the post, then leave. Go south into the bank. Walk to the left teller window and when the man offers to help, get money. When he prompts you, enter the account number from the bank statement you found on your desk, then leave the building.

Go south one screen to the Post Office. If you've decided on ocean travel, go all the way to the right, to the gate of the house just east of your house. When Leonard approaches, buy ticket. He'll ask if you want to buy a boat ticket; say Yes, then choose Cape or Panama and respond Yes. Give cash, go west back to the post office and save the game.

In the post office, ring bell. When the postmaster approaches get mail, take letter, look envelope, look postmark, look stamp, take stamp, open letter, read letter.

If you're going overland, walk southwest to the newspaper office and then west to the livery. In the livery, talk to man. Walk back outside and wait for him to follow. Give ticket, then get in coach.

If you're going by ship, walk north (from post office) two screens to the dock and get on the ship, which won't sail until you're 18 minutes into the game. If you have lots of time, you might want to explore the rest of the town and talk to a few people on the streets.

Cape Horn Voyage

After the animated sequence, walk east one screen and talk to the man leaning against the mast and reading a book. He will give you a Bible. Don't take anything else until you round the Cape and get through the storm. Dying from shipwreck or disease is purely random. If your character dies, go back to a saved game and try again. You have the option of exploring the ship if you like, or just pressing Control-N to get to the next animated sequence.

After the storm, the ship will be in rough waters and you'll be in the bunk room. Look floor. Get string. Go aft to the engine room and look floor, take scraps. Go aft into the Captain's cabin and look floor, take clip. Press Control-N to reach the next animated sequence.

When control is returned to you, go down to the boiler room and take stick. Walk up to the galley and talk to man (the cook). After his warning, take pork, then walk to the top deck, all the way aft, and catch fish. After catching the fish, you will proceed to Sacramento.

Panama Voyage

When stopped by natives who want your possessions, reply Yes and wait until control is returned to you on the jungle path. Walk up to the man by

the tree and talk to man. He will give you a Bible. The fun starts here, so save the game.

Return to the path and follow it in the direction your companions took. Maneuver right beneath the hanging vine and take vine when the ants appear. When they leave again, let go and continue east. There are three paths here, but only the top one provides clear egress. As you are walking, you should stub your toe near the center of the screen. If not, wander until "Ouch!" is displayed. Look ground, take disk, then walk southeast off the screen.

On the next screen, you must avoid an alligator and quicksand. This is completely trial and error, so don't get frustrated. Go halfway across the river and walk up until you are even with the trail on the far side. Cross the river going east and leave the screen. The rest of the trip to Sacramento is automated.

Sacramento

Enter the left side of the white building with two doors on the front. Get on stage. (Next stop, Fort Sutter.)

The Overland Trail

In the wagon camp, walk to the leftmost of the three talking men and talk to man. When he tells you they need money, give cash. After he tells you to buy animals, walk south to the animal pen and talk man, buy animals, buy mature oxen. Return to group and talk man. After he tells you to check the plains, walk east. Go up to the man who is reading and talk man. He will give you a Bible. Go north and look at the plains. Continue looking at them every minute or so, until you detect a change, then go back to the group and report it to the Captain. Another animated sequence describes the trip to Green River, at which point you must unhitch oxen, look wagon, lock wheels, and continue west to the desert scene. Look wagon, look in barrel, drink water, look in wagon, eat meat and continue to Fort Sutter.

Fort Sutter

Moving around here can be quite frustrating, because when you walk onto a new screen, you often wind up facing in a direction other than the one you were headed when you entered. All directions given here are real directions based on the shape of the fort, as opposed to the direction you are walking, so don't assume that North is up and South is down, etc. Where direction is ambiguous, the terms left, right, up and down are employed.

The Cemetery

Walk away from Fort Sutter until you see the overhead map. Go to the right side and enter from the east (you should end up in the cemetery). Go to the grave near the center of the screen in the back row and **sfbe tupof**. This is your father's name, with the first and last names reversed. Read Bible several times until you come to **Qtbm n Uxfouz-uisff** then **vtf mfuufs**. Using the cursor keys to move it, line the holes up with the letters **R21OOM**; the game will stop you when you get it lined up perfectly. This is a clue telling you to check in Room 12 of the hotel in Coloma.

Take central path into fort and go down the screen and into the red door with the note on it. Buy pan. Give coin to man. Leave the trading post. Go down the screen again to get back near the entrance by the cemetery, then walk to the wall on the right side and follow it off the screen (down and right).

You appear to be going east on this next screen, but you are really going west. Continue until you see the blacksmith working in his shop. Enter it and talk to man. Answer his questions to get the branding iron then leave his shop and walk left again to the guard and out the gate.

Walk away from Fort Sutter until the overhead map appears, then walk all the way east and off the map. Walk into the middle of the river and continue east until you reach mile 9. Carefully make sure there are no other miners on-screen and then pan for gold. Using the F3 key to repeat, continue east while panning for gold every few steps. If you make a strike, keep panning in the same spot until it runs out. Save the game periodically, so that if you're caught by a miner hiding behind a tree, you won't have to repeat very much.

At first you will only get one strike per screen, but by the time you reach the 16th mile, you'll be making several. For the purists who want a perfect score, there are 50 gold strikes (\$2,698) in this segment, but you only need four to buy the gear needed to complete the game.

The Coloma Hotel

Keep walking after the 16th mile, past the saw mill and lumberjacks. When you reach the outskirts of Coloma, walk south one screen and east one screen, then into the Coloma hotel. At the counter, talk to man, get message. He will give you a message to take up to the man in room 11, take it and walk upstairs. Knock on the door, then give message. When the man leaves, enter the room.

Walk up to the fireplace and look **dboopo**, **uvso xiffm**. Enter the fireplace, go to the table and take magnet, take note, read note, take string (on floor). Go over to the window and unlatch window, open window. When the bird flies into the cage, close window. Walk over to the bird and look bird, look **dbqtvmf**, insert **qipup**. Open window so the bird can fly away. Wait for it to return, and close window. Look **dbqtvmf**, take aerogram, read aerogram, open window, climb out window.

Move toward the balcony to your left, being careful to time it so that you pass the window when the man can't be seen. Go in the door and downstairs to the lobby. Leave the hotel, walk west to the edge of town, north one screen, then west back to Fort Sutter. You can pan for more gold as you are walking back if you like, but you probably have enough by now. Stay near the river, or you might get bushwhacked.

Headed for James' Cabin

Enter Fort Sutter by the south gate, and go to the Trading Post. Buy shovel, give gold to man, buy lantern, give gold to man. Return the way you came, past the guard and back to the Blacksmith Shop. Walk down the screen, then follow the wall, going right. Go to the man and buy mule, give gold to man, take mule. Walk left back to the Blacksmith, enter the shop and **ifbu jspo**, **csboe** mule. Walk left from the Smithy, past the guard, and out the gate.

Enter the wooden door to the right of the American flag. Walk down the screen and leave mule. Look at the brands on all the other mules until you find one with a brand like yours. Your mule is slow and lazy; when you find the high-spirited one, take it and leave the corral.

Walk two miles east and follow mule seven miles south and 27 east from the Fort. You may want to save the game every few screens, because if you walk into an obstacle, the mule may get away from you. When you get to the camp, enter the cabin. Look table, take matches, look rug, move rug (see the trapdoor). Move rug back and leave the cabin.

In the Outhouse

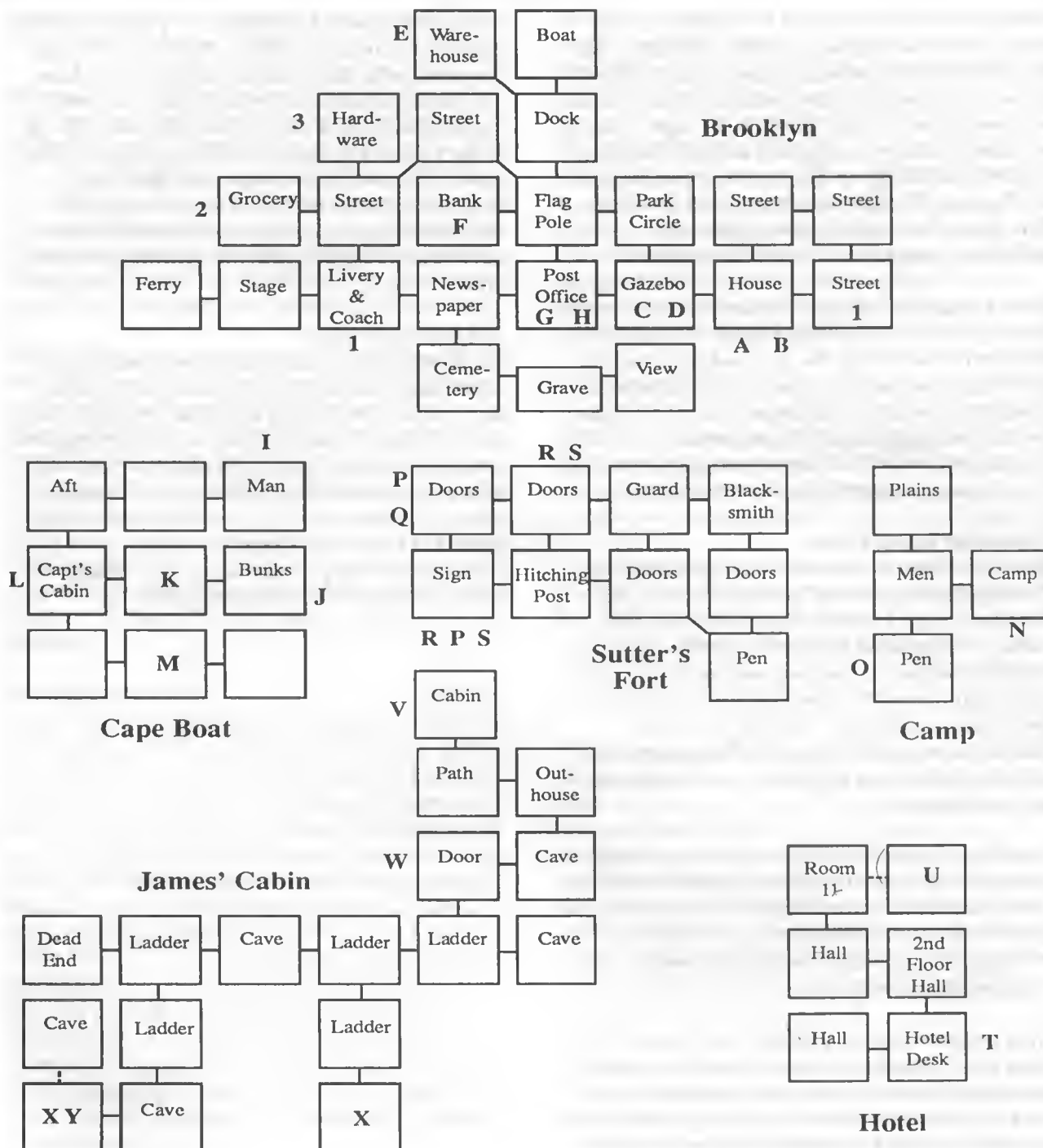
Walk through the bushes to the Outhouse. The entrance is near center-screen, so walk all the way down until you stop, then go back up just a bit. Walk left, down, and right to the Outhouse. Enter it. Light lantern, look hole, climb in hole, Yes. Walk southwest until you reach a large door.

Unlocking the Door

Look door, tie string to **nbhofu**. (If you can't, move closer to the lock in the door). Put **nbhofu** in hole. Lower **nbhofu**. Raise **nbhofu**. Unlock door. Save the game and climb down the ladder. Go west to the next ladder and down. Take pick and walk up to the wall east of the ladder. Swing pick (you find gold). Take gold. There are several other gold strikes in the cave, hidden as this one was, and visible ones (gold markings on the wall). Purists can search as they like, but this is not necessary to finish.

The Missing Brother

Climb back up the ladder until you're above the mine shaft on the right, and just above the large black rock on the left. Go left to the next ladder and down. Follow this shaft all the way down and west until you find your brother. Walk to the back wall where the two visible gold strikes are. Take gold, swing pick, get gold. This should happen several times; just keep using the pick and getting the gold. When the gold stops, keep using the pick until the hole is big enough to enter. Enter hole.



Map Key: Gold Rush

The first three items are listed out of sequence and numerically instead of alphabetically, for they are tickets and items needed for the boat trips. You need (1) and (3) for the Panama boat, (1) and (2) for the Cape boat. For either boat trip or the overland trip, items (A) through (H) are required. The Panama boat trip is not mapped here; items found there are the Bible, vine, and disk, all easily located by referring to the solution.

1: Ticket

2: Fruit

3: Net

A: Photograph

B: Statement

C: Flower

D: Cain

E: Sign

F: Money

G: Letter

H: Stamp

I: Bible

J: String

K: Scraps

L: Paper Clip

M: Stick

N: Bible

O: Oxen

P: Pan

Q: Branding Iron, Mule

R: Shovel

S: Lantern

T: Message

U: Magnet, Nate, String, Aerogram

V: Marches

W: Key

X: Pick

Y: Jake

HILLSFAR



Though best termed an "action adventure," *Hillsfar* actually involves far more mini-quests and RPG-related activities than many other games of this genre. The action takes place in and around Hillsfar, a small city built by elves but now ruled by the Merchant-Mage Maalthir and patrolled by the Red Plume guards.

Unlike most RPGs in which you travel with a band of five or six brave adventurers, *Hillsfar* sends you off on your own. You may choose to play as a Cleric, Fighter, Magic User, or a Thief, and the mini-quests in which you will participate depend on your character class. To get into town, you gallop along the road on your white horse, jumping over fences, bales of hay, and water-filled holes as you go. Other action sequences include battles in the local arena and frantic runs through treasure-packed labyrinths reminiscent of those in *Gauntlet*. A major difference is that the layout of each maze is randomized each time you enter.

After riding into town on your favorite white charger, your first mission will be to find the guild that corresponds to your class. There your Guildmaster will assign you the first quest. Because *Hillsfar*'s puzzles are fairly simple compared to those most diehard roleplayers are accustomed to unravelling—and the clues are plentiful—it is a great game for younger players or anyone who is new to the genre.

Type:
Action-Adventure

Difficulty:
Novice

Systems:
MS-DOS (384K, CGA/EGA/Tandy, joystick optional); Amiga (512K); Atari ST (512K); C-64

Company:
Strategic Simulations/Electronic Arts

General Tips

All characters will eventually have to fight in the Arena. Try to get yours up to 18 Strength, with as many Hit Points as possible.

Before picking a lock, look at the last tumbler. If it's flat or slightly slanted, you can't pick it, so press "E" to exit.

Shooting a bird at the Archery Range is worth 500 points. Hitting a mouse that's motionless is worth 2,000.

If a place is closed when you visit, go to the Guild and rest until it opens.

When told to listen or do something else, do so until you get information on your quest.

Secret chambers are usually at the far northern edge of the rooms and may be found by following the edge of the wall and walking *into* the wall. Sometimes an item that's supposed to be in a secret chamber will be found in a main room.

Some mini-quests change slightly from game to game. Since locations of maze exits, maze layouts, and items found inside are randomized, no maps are provided here.

Arena Battles

Offensive: When fighting an Orc, wait until it's about to attack (quickly count to three or four), then start with attacks on the right side of the screen. Against a Minotaur, keep attacking to avoid being hit. It's easiest to hit him after he's hit you once. When a Lizard Man sticks his tongue out, attack the side to which it was pointing and use alternating attacks. Against a Knight, don't wait or you'll be hit. Attack left, then right, then repeat, and you'll start hitting him.

Defensive: An Orc will drop his guard just before he attacks. He'll attack with the higher point of his stick. (If the higher end is on your left, he'll hit from that direction.) Minotaurs twitch twice before ramming you with their head; a left twitch signals a right attack, and a right twitch means he's about to do a left attack. When a Lizard moves his tongue to the left, he's about to attack right; he moves his tongue right when about to attack left; when he flicks his tongue twice he's about to attack with his tail. A Knight's feathers will move before he attacks; the higher end of the staff is the one he'll strike with — his pattern is left, right, between the legs. (You won't see as many signals in fights with higher level opponents, and the patterns may change.)

The Fighter's Quests

Joining the Guild

Enter the Fighters' Guild, where the Guild Master tells what you need to prove yourself in Archery and become a member. At the Range, shoot (practice doesn't count) until Tanna tells you to return to the Guild. Return and you'll be told to fight in the Arena. Win two battles, then return to the Guild with 150 gold pieces to join.

Looking for Documents

The Guild Master sends you to recover some documents at the Cemetery. Search there for the Fighter's possessions. Then visit the Jail and search until you find the documents; go to the Guild for a reward.

Solving a Murder

After the Guild Master tells you to find out about a murder, stand outside the Castle doors and search. Go to the Rat's Nest Pub and listen to gossip to learn about Jared. Enter the Sewers and search for a beggar, who'll give you information. Fight twice at the Arena for more info. Ride to the Hermit's Place and search for a Wanted Poster. Ride back to Hillsfar, go to the Rat's Nest Pub, and buy a drink for the Barmaid. (If this doesn't work, give her gold for info.) Go to the Haunted Mansion and search the walls for a secret door. Then search the treasure rooms for Jared and answer "yes" to help him. At the Bugbear Cave Pub, buy the Barmaid a drink and answer "yes." Ride to the Trading Post and talk to the Trader, then go to the Guild for a reward.

Solving a Kidnapping

After talking to the Guild Master, stand in front of the house two West and one North of the Stables and search. Search the Cemetery for a tombstone with flowers beside it. Ride to the Big Tree and search for a chest with a body in it. Return to Hillsfar and shoot (practice doesn't count) at the Archery Range until you ask Tanna about slings. Go to the Guild and talk to the Master. Fight at the Arena until Smasher talks to you about three battles. Listen to gossip at the Dragon's Lair Pub. Go to the Healer Shop and talk to the owner. Ride to the Rock Quarry and search for the girl's bonnet. Go to the Guild and talk to the Master. Listen to gossip at the Dragon's Lair Pub and return to the Guild. Ride to the Ruins and search for Arlana. Return her to the Guild for the final reward.

The Magic-User's Quests

The Squid

At the Mages' Guild, talk to the Master and he'll send you out for some Squid Sepia. Ride to the Trading Post and talk to the Trader. Ride to the Dead Dragon and search for a squid. Return to Hillsfar and enter the Magic Shop. Talk to the Mage. Ride to the Dead Dragon and search for the squid. (It will be in a different place each time you play.) Return to Hillsfar. Enter the Hydra's Den Pub and listen to gossip. Ride to the Trading Post and talk to the Trader. Go to Hillsfar and talk to the

Mage in the Magic Shop, then go to the Guild for your reward.

The Evil Magic Book

After speaking with the Guild Master, ride to the Trading Post and talk to the Trader. Go to Hillsfar and talk to the owner of the Book Store. Walk to the Magic Shop and talk to the Mage. Shoot at the Archery Range until Tanna tells you about Eclipse. Listen to gossip at the Hydra's Den Pub. Ride to the Ruins and search for Eclipse's Gold Pennant. Continue searching until you remember that Eclipse spends time at the Hydra's Den Pub. Ride to Hillsfar and go to the Hydra's Den Pub. Charm the Barmaid. When you have 500 gold, go to the Dragon's Lair Pub and listen to gossip. Return to the Mages' Guild with the Book for your reward.

Diana's Quests

In the Mages' Guild, you'll become tired. Rest, and you'll have a strange dream. Go to the Book Store at 6 p.m. and search for a strange pick. (You might find a cup instead; if so, go to the Dragon's Lair Pub, then to the Archery Range.) Ride to the Rock Quarry and search for the Quarry Master; you'll have another strange dream from Diana, about the Three Honors. Ride to Hillsfar and shoot at the Archery Range until Tanna gives you the first Honor. Ride to the Wizard's Labyrinth and search for a bottle of Elixir; you'll have another dream. Ride to Hillsfar and search the Mage's Tower for a secret door in the walls. Search the treasure rooms for the chest with the Good Spirit in it, who'll give you the second Honor. Ride to the Hermit's Place (or Hut, depending on which the game states) and search it for the third bottle of Elixir. Ride to Hillsfar (save the game here) and go to the Arena. Fight until you beat Taurus the Minotaur (the sixth fight). Diana appears and talks to you. Go to the Mages' Guild and talk to the Master. At the Rat's Nest Pub, buy the Barmaid a drink. Search the Haunted House for a secret door in the walls. Search the treasure rooms for the Mirror and break it to free the daughters. Return to the Mages' Guild for the final reward.

The Thief's Quests

The Poison Fungus Among Us

Talk to the Guild Master, then go to the Magic Shop and talk to the Mage. Enter the Sewers in the southwest part of town and search for the Fungus. At the Guild, talk to the Master, who now wants a Potion. Ride to the Hermit's Place and search for the Misty White Potion, then go to the Guild for your reward.

The Magic Amulet

Talk to the Guild Master, then listen to gossip at the Bugbear Cave Pub. Search the Sewers in the northwest part of town for a piece of paper. Go to the Dragon's Lair Pub and listen to gossip. Ride to the Hut and search for a Scroll. Return to Hillsfar and go to the Rat's Nest Pub. Pick the Cellar Door, then give the Barmaid gold for info. Search the northwest Sewers for a Thief's body and the Chain. Go to the Guild for a partial reward, then search the Temple of Tempus for a secret door in the walls. Search the treasure rooms for the Amulet, which is promptly stolen from you. Go to the Healer Shop and talk to the owner. Ride to the Hermit's Place and search for the Hermit's Diary. Ride to the Rock Quarry and search for a lockpick. Ride back to Hillsfar and pick the lock on the Castle door. Search for a secret door in the walls, then search the treasure rooms for the Amulet. Return to the Guild for the reward.

The Rival Thieves' Guild

After the Master tells you about the other Guild, talk to the Mage at the Magic Shop. Return when it closes and break in. Search for a broken lockpick with a wolf's head engraved in it. Go to the Bugbear Cave and listen to gossip. Ride to the Trading Post and talk to the Trader. Return to Hillsfar and listen to gossip at the Rat's Nest Pub. Fight at the Arena until you beat Ottis the Orc (the fifth battle) and he talks to you. Go to the Bugbear Cave and hide in shadows until another Thief talks to you. Shoot at the Archery Range until Tanna talks to you. Stand outside the Temple of Tempus and search at midnight. Search the Mage's Tower for a secret door to the treasure rooms, then search them for the Book of Arcane Lore. Face the door across from the Dragon's Lair Pub at 4 a.m. and search. At the Thieves' Guild, talk to the Master. Listen to gossip at the Bugbear Cave Pub. Ride to the Dead Dragon and search for the claw pick. Ride to Hillsfar, face the door across from the Dragon's Lair Pub and search. Return to the Guild for your final reward.

The Cleric's Quests

The Holy Scriptures

Talk to the Master, then ride to the Trading Post and talk to the Trader. Ride to the Big Tree and search for the Acolyte. Return the Acolyte to the Clerics' Guild and talk to the Master. Ride to the Trading Post and talk to the Trader. Ride to the Hermit's Place and search for the Scriptures. Return to the Cleric's Guild for a reward.

The Magical Incense

Talk to the Master, then search the Sewers for the Thief. Answer "no" to turning him in. Listen to gossip at the Dragon's Lair Pub. Search the Haunted Mansion for a secret door in the walls. Search the treasure rooms for the note. Ride to the Hut and search for the Old Man, who'll tell you about the Evil Cleric. Ride to the Ruins and search for the Incense, then return it to the Guild for a reward.

Dalma's Body

Stand outside the Clerics' Guild and search for a message. Enter and talk to the High Priest. Answer "yes" to donate 50 gold. Search the Mage's Tower for a secret door. Search the treasure room for the silver wand with blue runes. At the Guild, talk to the High Priest. Stand outside the Guild and search for another message. Go to the Rat's Nest Pub (or Dragon's Lair Pub, depending on which you're told to visit) between 6 p.m. and 8 p.m. and listen to gossip. Rest one day, then return and listen to gossip again. Talk to the High Priest at the Guild, then go back to the Pub. In the Pub, listen to gossip a few times, then return to the High Priest. He will send you to the Rock Quarry. Ride to the Rock Quarry and search for Dalma's body. Ride to Hillsfar and search the Haunted Mansion for a secret door. Search the treasure room for the ring. Return to the Guild for the final reward.

Buildings and Places

These numbers correspond to those on the map on the game manual:

- 1: Jail
- 2: Dragon's Lair Pub
- 3: NW Sewers
- 4: Fighters' Guild
- 5: Bank
- 6: Rat's Nest Pub
- 7: Magic Shop
- 8: Archery Range
- 9: Cemetery
- 10: Hydra's Den Pub
- 11: Temple of Tempus/Clerics' Guild
- 12: Magic Shop
- 13: Mages' Guild
- 14: Healer Shop 15: Healer Shop
- 16: Haunted Mansion
- 17: Mage's Tower
- 18: E-NE Sewer
- 19: Book Store
- 20: SE Sewer
- Sewer: SE Sewer
- Rogues' Guild: Thieves' Guild
- Stables: Exit/Entrance

Inspired by the outré works of H. P. Lovecraft, *Hound* takes place in England during the Twenties, a world of psychics, seances, and mad dabblers in the diabolical. Your task is to discover the secret of a demonic beast who serves an ancient evil...before you become its next victim. Your time is divided between reading books of arcane and occult lore in the British Museum and dogging it all over London in search of less accessible clues.

You can play one of three pre-generated characters, or devise one of your own according to the guidelines of the "Timeline" roleplaying system. Though it is touted as a roleplaying game, *Hound* plays more like a text adventure. (The only significant roleplaying aspect is that your character can be saved and used in other Timeline games, if more are ever imported from England.) You type commands into a typical parser, which is supported by a host of keyboard shortcuts and function keys for common actions. The occasional monochrome

graphics suit the moody atmosphere. The prose is appropriately flowery, closely emulating the Lovecraft style and legends, complete with references to Yog Shaggoth and the windswept plateau of Leng. And there is plenty of text for fans of that waning genre, text adventures.

While it's not a taxing adventure, there are three ways to solve *Hound*, so you get a bit more replay value than in most text adventures. This uncommon tale will be most appreciated by Lovecraft readers and fans of weird and bizarre fiction.

Type:

Illustrated Text Adventure

Difficulty:

Novice

Systems:

Amiga (512K); Atari ST (512K)

Company:

Eldritch Games/Electronic Arts



Hound of Shadow

The Solution

General Advice

When the solution says "go to" a particular place (e.g., "go to museum," or "go to bookstore"), type those words. Don't waste time walking from room to room to get there.

It doesn't matter which character you use. The dates vary with different characters, so this solution labels dates generically.

Day One

Examine John. Inventory. Wait. Examine maid. Examine guests. Examine middle-aged dowager. Examine female companion. Examine bookish man. Examine banker. Examine man with blazer. Examine Karmi. Examine Yasmin. Examine girl with dress. Examine arty man. Wait (until you hear scream from Karmi). Examine Karmi. Examine Saunders. Help Saunders. Examine bookish man. Talk to bookish man. Leave. Wait. E. Go to lounge. Get Tatler. Read Tatler. Go to nightclub. Wear pyjamas. Sleep.

Day Two

Get up. Go to museum. Wait until nine. N. N. W. Fill out application form. E. N. Help. Go home. Go to lounge. Write application for museum. N. D. W. D. W. W. Wait until twelve. Wait (seven times). (You will be back outside your flat.) Time. Go to theatre. Time. Wait until eight. Go to nightclub. Sleep.

Day Three

Get up. Go to museum. Wait until nine. N. Go to bookstore. Enter store. Ask about Talbot. Ask for address. Leave card. Go to reading room. N. N. Read joefy. Read Hecate. Read Ipvoe. Read Ipvoet of Booxzo. Read Cbshvftu. Get Chamber's. Read qbhfxp-uxp-ojof (type as a number). Get Hone's. Read Cvohbz.

Day Four

Get up. Drop pyjamas. W. Wait. Yes. Time. Go to bookstore. Enter store. Ask about Talbot. Read note. Go to 34B Dean. Open door. Enter flat. U. S. W. Get up. Read Times. Wait. Yes. Examine envelope. Read note. Examine seal. Wait. Wait. Wait.

Day Five

Enter store. Show envelope. Ask about psychic. Time. Go to Karmi. Help Pelham. Wait. Wait. Read letter. Go to reading room. N. W. Give letter to

clerk. (If you don't have the letter, go home and you'll get it.) E. N. Find an empty desk by going west, then north. Sit. Read about Cbuipsz. Get biographical dictionary. Get Hpvm. Get von Elsburg. Get Reza. Read about Ufqft. Go home. Wait until six. Examine Miranda. Seance. Hound. No. Cbuipsz.

Day Six

Go to attic. Examine marks. Examine footprints. Examine handprint. Examine symbols. Copy symbols. D. Go to reading room. N. N. (Find desk.) Sit. Get Csjeffxmm. Get up. Request Csjeffxmm. Read Csjeffxmm. (Go to Alternate Ending One, below, or continue with this section.) Go to bookstore. Enter store. Get Kpvsobm. Read Kpvsobm. Ask about Mfoh. Go to reading room. N. N. Find desk. Sit. Get Csjeffxmm. Read Csjeffxmm. Type in "How did you stop Xpsmtnbo?" Make ipnvodvmvt. Ask about Stanopoulus. Ask about Paracelsus. Go to museum. N. N. N. Get Paracelsus. Read Paracelsus. Get up. Leave room.

Day Seven

Wait. (Type in time.) Go home. N. Get clay. Go to kitchen. Get water. Get pot. Get water. Get sulphur. Get salt. Get blood. Get hair. Get fingernails. Go to bathroom. Get mercury. (Go to Alternate Ending Two, or continue.) Do not go to sleep!

Day Eight: Conclusion

Wait until two p.m. Go to underground. D. Buy ticket. D. Wait (for train). Enter train. Wait (four times). Leave train. U. U. U. Read board. W. Buy ticket. E. Wait until three p.m. N. Enter train (when it arrives). Wait (three times). Leave train. S. S. S. S. W. W. Examine rooftop. E. E. S. W. Break thermometer. Make ipnvodvmvt. Write to Miranda. Drop ipnvodvmvt. Meditate.

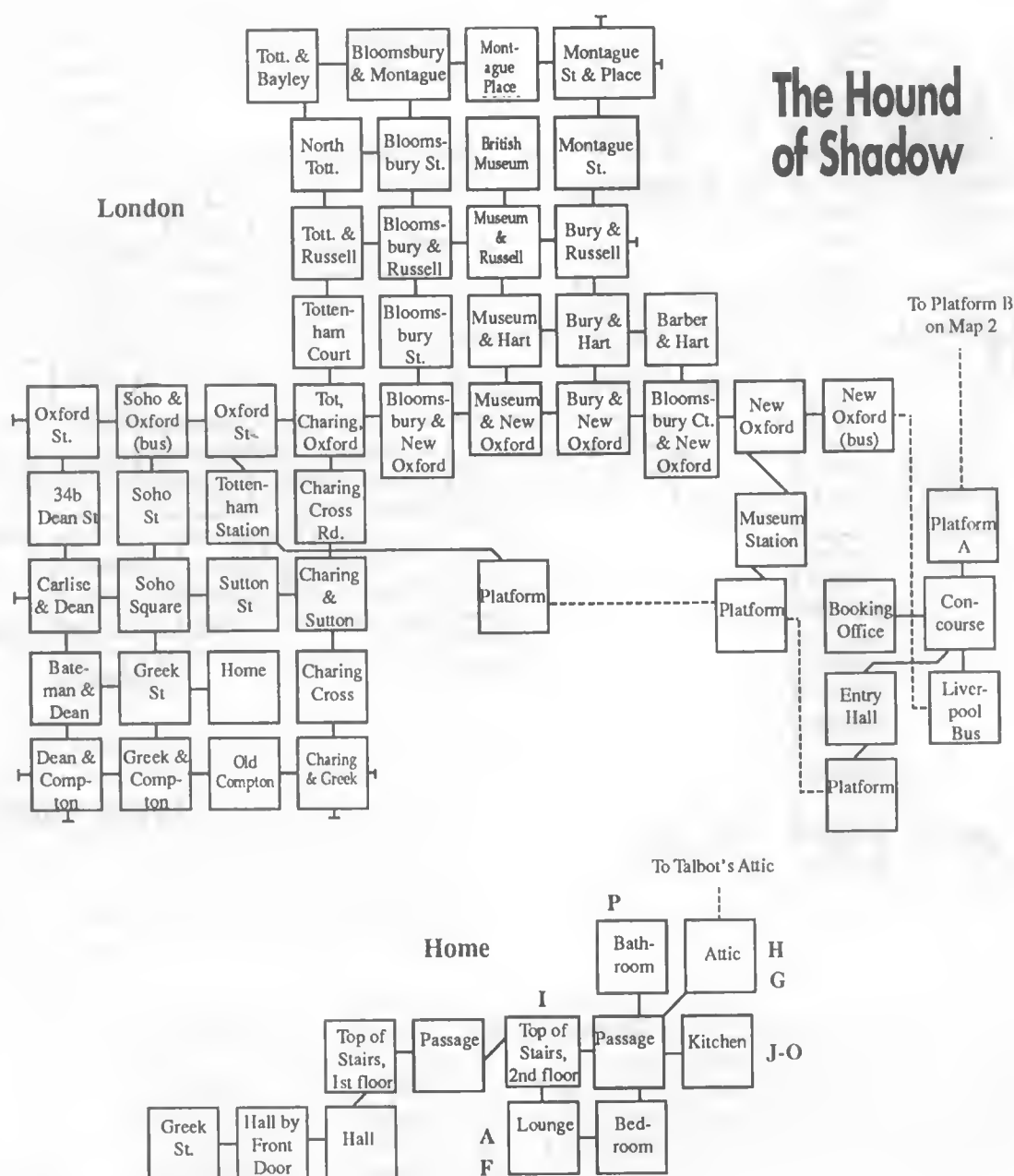
Alternate Ending One

Go home. Go to attic. Use gate. W. Search room. Use gate. No. Cbuipsz. Examine headstone. Examine symbols. W. Examine roof. E. Use gate. E. Use gate. Go to bookstore. Enter store. Get Kpvsobm. Read Kpvsobm. Ask about Mfoh. Go to reading room. N. N. Request Csjeffxmm. Read Csjeffxmm. Type in "How did you stop Xpsmtnbo?" Make ipnvodvmvt. Go home. Go to lounge. Type in "Write Paul Mason." Wait until you get his letter two days later. Go to attic. Use gate. W. Use gate. E. S. W. Ask about Mason. Persuade (until she gives you the address). E. S. S. Knock. Type "What is wrong?"

Haiti. Dangerous. Temptation. Persuade. N. N. N.
 N. Get clay. E. Examine sign. E. Get salt. Get sulphur. Rent room. Look under bed. Get chamberpot. Get water. N. Get mercury. Get blood. Get hair. Get fingernails. Make ipnvodvmvt. Wait. Drop ipnvodvmvt. Meditate.

Alternate Ending Two

Go to lounge. Break thermometer. Make ipnvodvmvt. Write Miranda. Drop ipnvodvmvt. Meditate.



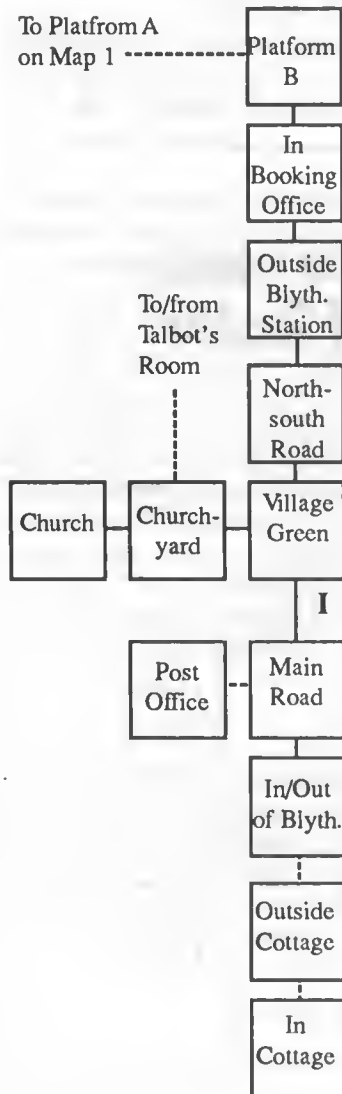
Map Key: Hound of Shadow

A: Tailor
 B: Temporary Library Pass, Application Form
 C: Books
 D: Note
 E: Times, Envelope, Seal
 F: Letter From Museum

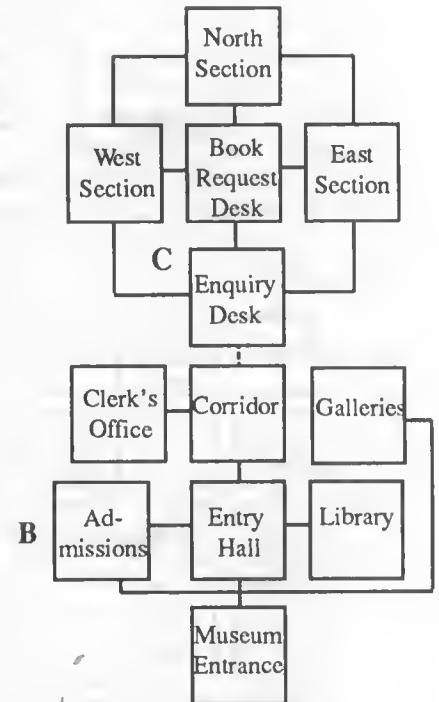
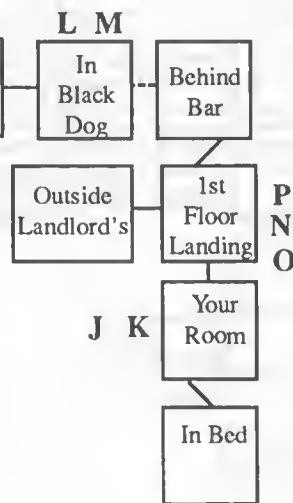
G: Tea Chest, Footprints, Symbols, Gate
 H: Gate
 I: Clay
 J: Water
 K: Pot
 L: Sulphur

M: Salt
 N: Blood, Hair
 O: Fingernails
 P: Mercury

The Hound of Shadow

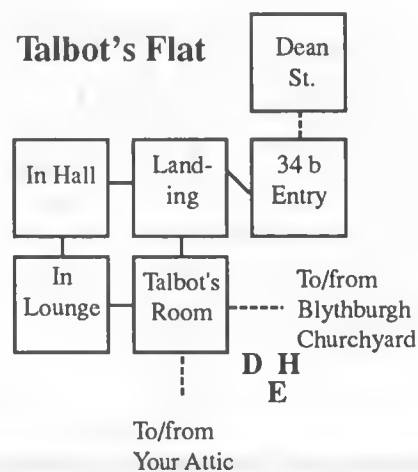


Blythburgh



British Museum

Talbot's Flat



Indiana Jones

and the Last Crusade

Named "Best Quest of the Month" in the November 1989 issue of *QuestBusters*, this adventure is based on the hit movie of the same name and follows the same general plot. As Indy you must rescue your father from the Nazis while keeping the Holy Grail—and the immortality it bestows—out of Hitler's evil clutches.

The game features several animated sequences that flesh out the story and help get you through some of the more complex areas. Conveniently, these scenes can be skipped, so if you've already played through the game once, you don't have to sit through them again. However, the first time through the game it is best to watch every scene carefully to avoid missing any important events.

While it's almost always best to use your intellect to get Indy out of tricky situations, in many instances you can also have Indy fight his enemies—most often, against Nazi stormtroopers. Be careful though, because Indy has a limited amount of stamina, and once it is gone, the world is in trouble. Though you don't need to have seen the movie to play the game, people who did so will have a slight leg up because the three tests at the end were taken directly from the film's climax.

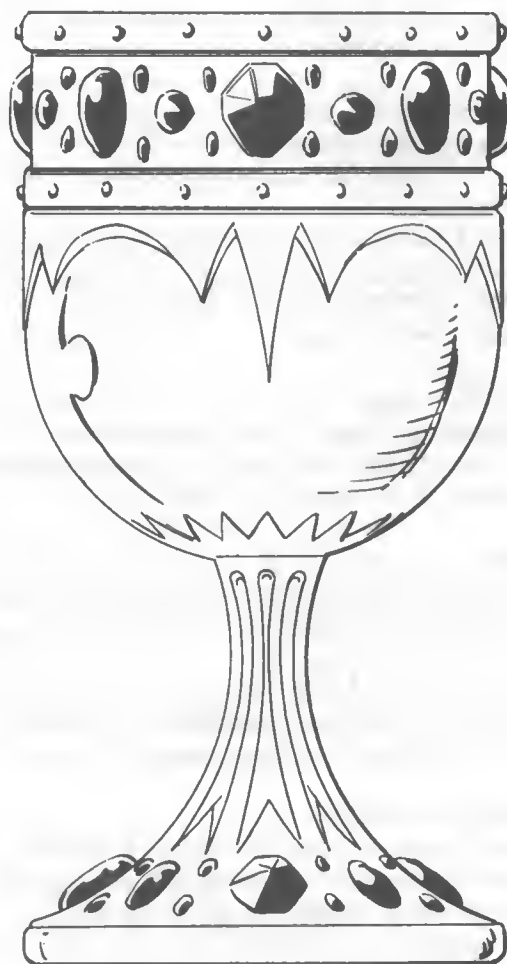
Fans of other Lucasfilm adventures, such as *Maniac Mansion* and *Zak McKracken and the Alien Mindbenders*, will love *The Last Crusade*, which uses the same "point and click" interface for choosing verbs, nouns, and other commands. This is an excellent game that offers peerless puzzles, interactive graphics, admirable animation, and superior sound quality that will lead to many hours of good, clean fun.

Type:
Animated Adventure

Difficulty:
Advanced

Systems:
MS-DOS (384K required, mouse/joystick optional, CGA/EGA/VGA/MCGA, Ad Lib sound boards); Amiga (512K); Atari ST (512K); Macintosh (color on Mac II)

Company:
Lucasfilm/Electronic Arts



General Notes

The game has many random parts, particularly those related to the Grail quest (for example, the correct display in the library, the sequence of statues to push and the skulls in the catacombs, the painting in the castle vault, the spelling of the word in the second trial, and the choice of grails).

The sequences for talking with the guards remain constant, but occasionally one won't work and you must fight or restore. Ideally there are two guards you must fight if you want enough money to ride the zeppelin: the guard in room twelve, and Siegfried on level three. It's easier (with this solu-

tion) to skip the zeppelin and take the biplane, but it cuts out some of the puzzles and any use for Henry.

Solution

University

Exit gym. Talk to Marcus: 3,1. Open door to the right. Enter classroom.

Classroom

Talk to students: 4, 4, 4

Office

Pick up junk mail. Pick up letters. Pick up papers. Pick up package. Open package. Open right window. Exit right window. After animated scene, travel to Henry's house.

Henry's House

Push bookshelf (top right one in front room). Get sticky tape. Go into bedroom. Get picture (of cup). Exit house. Enter window to your office.

Office

Open jar (on middle shelves). Use *tujdlz ubqf* on jar. Exit window. Travel to Henry's house.

Henry's House Again

Pick up plant. Pick up tablecloth. Use *lfz* with chest. Get old book. Exit and travel to Venice.

Venice: The Library

Use the "what is" command to search the shelves for three books: a book of maps, a flight manual, and *Mein Kampf*. (Note: The game can be completed without any of these.) Pick up the red cordon and post that are randomly placed in one of the displays. Look Grail diary. Go to the display that exactly matches the diary picture. Read the indicated plaque. Save game. Use the post on the indicated slab, using the number from the plaque (e.g., "second on the right" in the diary means the second number on the plaque to the right). You'll get three chances at this.

Catacombs: Level One

Follow the path on the accompanying map or look at the book of maps if you found it in the library. Pick up the arm in room 2. Go to room 5. Open manhole cover. Enter hole. Walk to wine bottle to the left of the plaza. Pick up wine. Look wine. Pick up wine. Go down hole. Go to room 7 and use water with bottle, or fill it from the fountain in the

plaza. Go to room 3. Use bottle on torch. Pull torch. Go to room 11. Read inscriptions and note the two choices for the correct grail. In room 10, use hook in plug. Use whip with hook. In room 9, use ladder. Return to room 7. Go to room 12. Use cordon with machinery. Pull wheel. Go to room 13. Save game. Look diary. Push statues until they match the ones in the diary. Start with the third statue, then the first, then the second. Enter door.

Catacombs: Level Two

Go to room 16. Look diary. Push skulls in order indicated by the diary. (The right-most one corresponds to the lowest one.) Enter door.

Level One, Part Two

Go to room 6. Open casket. Look casket. Open lock (on grating). Go east to room 5. Enter manhole.

The Castle

Scout around the castle. Enter front door.

The Castle: Level One

Throw punch at butler. Enter door to north. Go to room 1. Talk to drunk Nazi: 3, 2. Go to room 2. Use *tufjo* with keg. Use *tufjo* with coals. Use *tufjo* with keg. Pick up roast boar. Go to room 3. Guard: 3, 2, 1. Pick up servant's uniform. Save. Go to room 11. Guard: 1, 2, 2 (15 marks).

The Castle: Level Two

Go to room 4. Open chest. Look chest (50 marks). Use servant uniform. Go to room 5. Guard: offer painting. Open chest. Look chest (uniform). Look uniform (get key). Use *Joezxfbs*. Return to room 3. Use brass key with lock. Pick up gray uniform. Go to room 4. Use gray uniform. Go to room 6. Guard: offer *Mein Kampf*. Use stein with grate. Go to room 7. Guard: 3, 2, 3. Save game. Go to room 8. Guard: 2, 2, 2, 1 (or just evade guard if this doesn't work). Pick up first aid kit.

The Castle: Level Three

Go to room 9. Guard: 1, 2, 1. Give roast boar to dog. Pick up trophy. Open file drawer. Pick up pass. Go to room 4. Use Indywear. Go to room 2. Use stein and trophy with keg. Go to room 4. Use gray uniform. Go to room 10. Push large painting. Open vault door. Go to room 11. Look painting on wall (note whether it glows or not). Save game. Go to room 12. Fight guard (20 marks), or Guard: 3. (Use first aid kit if you fought guard.) Head for room 13. Biff: Offer stein. Biff: Offer *uspqiz*. Fight Biff. Go to room 13. Fight guard (25 marks), or Guard: 2, 2, 3. Pick up silver key (on candelabra). Go to room 14, 15, or 16 (whichever door has wires above it). Use

silver key with door. Enter. Go to room 14. Open cabinet (75 marks). Head for Castle exit. Guard: 3.

Castle: Tied to Chairs

Pull chairs (55 times). Push suit of armor. Push statue (left one). Enter fireplace.

Outside Castle

Use motorcycle.

Border Station

Guard: 3, 3, 1, 1.

Berlin

Offer pass (or old book, but in this case you must talk and fight your way past the border patrols).

Airport (Option One)

Save game. If you don't have 175 marks, exit airport. Look flight manual (if you have it), and note the directions. Enter biplane. Flip all six switches. Push petrol button (it should change to green). Pull throttle (T). Push and pull small handle until arrow is in the green. Click on gauge until indicator points to "B." Push large red button on the board with switches. Wait for takeoff.

Airport (Option Two)

If you have 175 marks (which requires having fought all the guards with money and opening the chest and cabinet), talk to ticket clerk. Offer marks. Exit airport. Go to zeppelin.

In the Zeppelin

Offer tickets. Save game. Switch to Henry. Go west to piano player. Use coins in bowl. Player: any reply. Switch to Indy. Open door. Enter. Open locker. Operator: 1. To Henry. Use `dpjot` in bowl. Player: any reply. To Indy. Open door. Enter. Pick up wrench. Use `xsfodi` on short-wave receiver. Exit. (Wait for operator to return and close door.) Use `xsfodi` in hole. Push `xsfodi`. Climb ladder. Use "up" ladder in northwest corner to reach second level. Continue up to third level, using the closest red strip. Cross over dividing wall on third level (to the far east) and head back down to the first level and biplane (no flight manual needed).

In the Biplane

See game manual for arcade sequence. The more planes you shoot down, the fewer border guards you'll have to face on the ground.

Farm (Crash)

Go east. Use car.

Border Stations

Offer pass to all guards.

Outside Temple

Save game. Enter temple.

The First Trial

Select "Pick up" and click on the spot just below the dead man's feet, just inside the spot where the crack forms a joint.

The Second Trial

The spelling of the word is randomized. Jump only on the letters given in the word (one space in any direction) until you get to the other side.

The Third Trial

Click on east exit.

The Grail Room

Walk west to the Knight. Using the two choices of grails given in the catacombs and the painting in the castle's vault, choose the correct Grail (refer to the game diary). Use Grail with Holy Water.

End Games: Lots of Ways to Win

First, you can (a) Pick up the Grail before Elsa gets it, then (1) walk out with it, (2) give it to Elsa, or (3) give it to the Knight. You could also (b) Wait until Elsa picks up the Grail. Look Seal. Use whip on Grail and (1) walk out with it, or (2) give it to the Knight. (You get 100 more points for beating Elsa to the Grail and giving it to the Knight.)

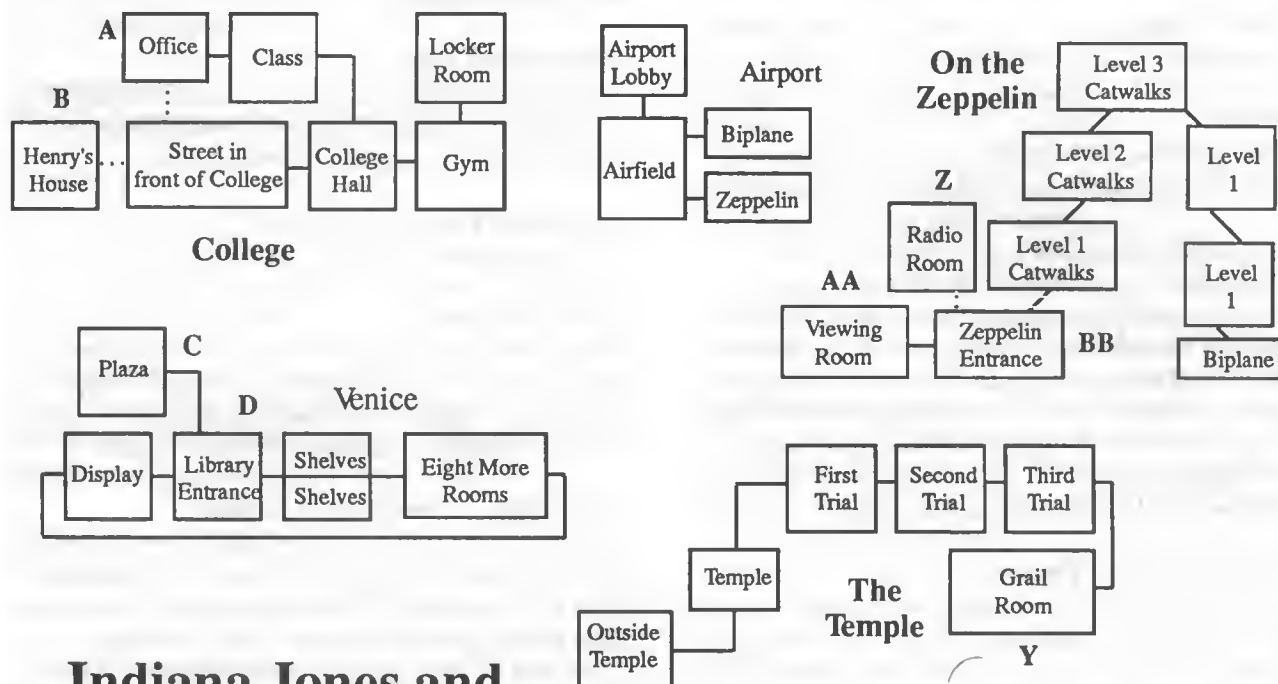
Map Key: Indiana Jones Last Crusade

Rooms in the Catacombs & Castle

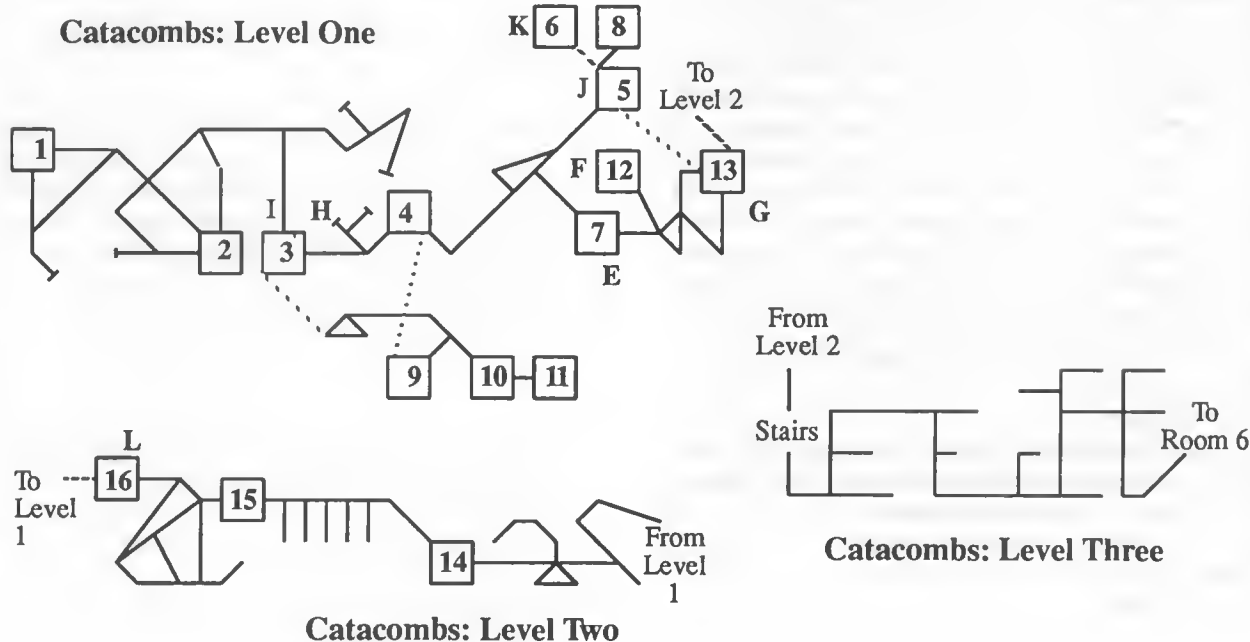
- | | | |
|-------------------|--------------------------|------------------|
| 1: Entrance | 6: Casket Room | 12: Machine Room |
| 2: Skeletons | 7: Plug Room | 13: Statues Room |
| 3: Torch Room | 8: Plaza (Bottle, Water) | 14: Bridge |
| 4: Slab Room | 9: Ladder Room | 15: Tomb |
| 5: Sewer Entrance | 10: Plug Bottom | 16: Skulls Room |
| | 11: Inscriptions Room | |

Artifacts

- A:** Junk Mail, Letters, Papers, Package, Jar
B: Old Book, Sticky Tape, Picture
C: Manhole Cover, Wine Bottle, Fountain (Water)



Indiana Jones and the Last Crusade

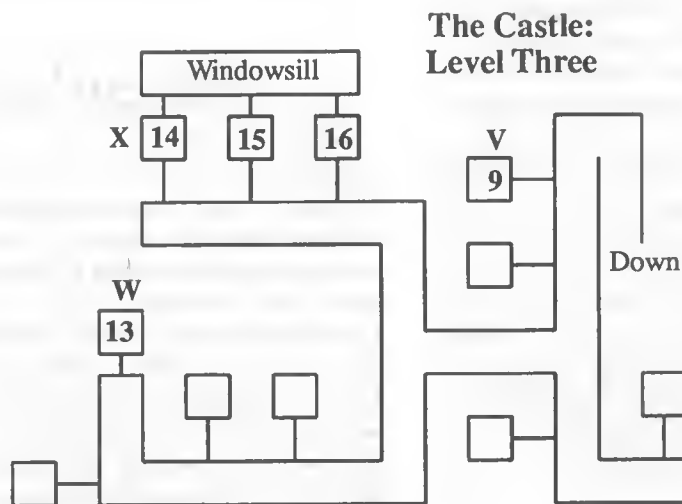
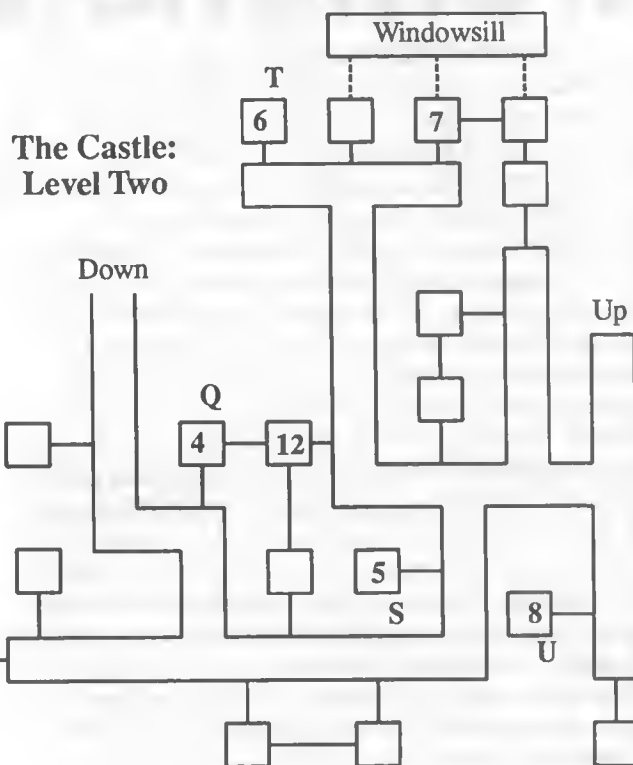
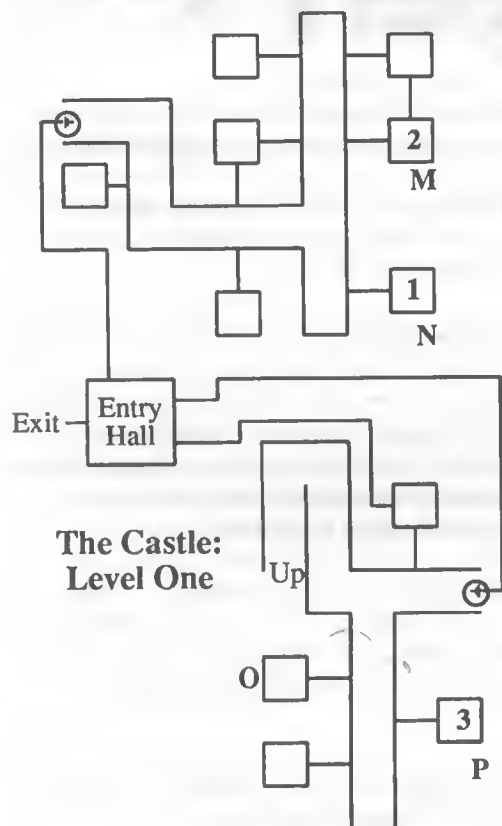


D: Manual, Book of Maps, *Mein Kampf*, Red Cordon, Metal Post
 E: Water
 F: Machinery
 G: Turnable Pictures
 H: Torch

I: Hook
 J: Manhole
 K: Grate, Lock, Sarcophagus
 L: Skulls
 M: Keg of Beer, Roost Boar
 N: Drunken Nazi, Stein
 O: Knight with Axe

P: Gray Uniform, Servant's Uniform
 Q: Chest (50 marks)
 R: Paintings
 S: Chest with Uniform (Key)
 T: Security System, Grate
 U: First Aid Kit

V: Dog, Trophy, Pass
 W: Key
 X: Cabinet (75 marks)
 Y: Grails
 Z: Locker with Wrench, Short-wave Receiver
 AA: Bowl
 BB: Hole



It Came from the Desert



Inspired by the 1954 science fiction classic *Them*, this dazzling experience begins when a meteor crashes into a dead volcano near the little desert town of Lizard Breath, California. As Dr. Greg Bradley, you visit Lizard Breath to study mineral fragments from the meteorite but are soon distracted by the appearance of large and unfriendly ants. Though a newcomer in the area, you're such a likeable guy that you've already made friends with the local sheriff, newsman, university professor, and the lovely Dusty, who runs KBUG radio. As you encounter these and other people of Lizard Breath, they will feed you information in short conversations. Some of these people are your close friends, and they act and sound like it, helping you to save the town.

It Came from the Desert has several different levels of play. The story advances from scene to scene like a movie. You move from place to place in Lizard Breath by selecting a destination on a scrolling map, then pushing the fire button on your joystick. There is also a Situation Map, where you can maneuver army troops, police, construction workers, and townspeople around to fight the ants in their final attacks. *It Came from the Desert* was Cinemaware's finest product of 1989, winning "Best Quest of the Month" in *QuestBusters*, and it's a real treat for science fiction and monster movie fans. It looks great, sounds great, moves along at a rapid pace, and is filled with fun things to do and see.

Type:
Interactive Movie

Difficulty:
Novice

Systems:
MS-DOS (640K required, VGA/EGA/Tandy, Ad Lib/Realtalk); Amiga (512K); Atari ST (512K), NEC Turbografx CD ROM.
Note: Joystick required on all.

Company:
Cinemaware/Electronic Arts

General Tips

Save the game after anything significant happens (finding evidence, killing ants, winning a battle, etc.).

Playing Chicken: Accelerate steadily. When the oncoming car is visible, steer straight at it. Don't completely enter the left lane.

Hospital: Wheelchairs are in the northwest corners of both levels.

Your Female Live-in: If you give in to her advances when she asks for more than conversation, you'll do time in the hospital (but, depending on your priorities, it might be worth it).

Battle Strategy: Don't worry about how many troops (or how much property) you lose. The important thing is to have enough military left to provide tank assistance when you defend the mines.

Knife Fight: Forget defense—move your character in close enough, then slash and stab.

Due to the simplicity of the areas to be explored, maps are not provided in this solution.

The Solution

Day One

After answering your doorbell and getting the samples, call everyone and go to the bar. (Don't open the samples, or you'll set the place on fire and wind up in the hospital.) Buy the old-timer a drink to learn the location of the meteorite. You can set up an interview with the reporter at his office for the following day at the quarry, but this isn't necessary. It's also good to stop at O'Riordan's frequently for tips. You might also want to visit the fortune teller on day one or two, and visit Neptune Hall one night before midnight.

Day Two

Answer the doorbell around 8 a.m. and let the girl in. She'll take you to her car to investigate the area. Shoot the ant's antennae off. Get the fluid sample. Drop it off at the lab. (If you let the girl stay at your place, you'll lose your girlfriend but add to the plot.)

Day Three

Visit the Ore Base, then go to the M-1 Mine. If you stop in at home during the day, a neighbor should leave a tissue sample, which you can take to the lab.

Day Four or after

Take a plane to the airport and fly south of the M-1 Mine. The recorder will automatically record when you are over the ants. Fly around the spot where they are emerging, which is their secret nest. Spray some of the ants at this site in order to mark the spot. (On very hot days, the ants won't be active, so you won't find any.) Return to the airstrip and take a sample of recording to lab.

Day Five

Go to Beverly's Drive-in to watch Rocket Ranger and knife-fight with Ice.

Day Seven or Eight

You should be able to obtain a casting at one of the farms to the south of town. Take it to the lab.

Day Nine

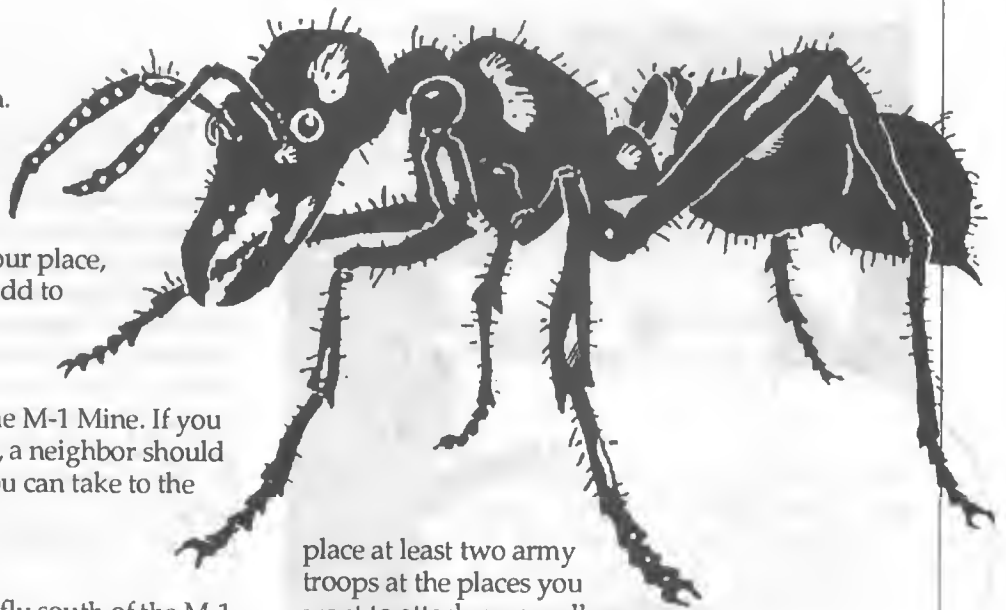
Locate the professor at the stud farm and kill another ant.

Day Ten

Return to the lab, either turning in your last piece of evidence or getting the last results back. (There are other places in the game where you can get the same kind of evidence.)

Day Eleven (or sooner if you have all the evidence)

Go to the Mayor's office. Show him the evidence, then go to the military base. Kill the ant and defend the base. Go to the police stations and set up the simulation map. Concentrate your forces on the southwest sites, particularly the mines. If a farm or two gets destroyed, don't worry about it. Be sure to



place at least two army troops at the places you want to attack personally, or you'll arrive without the aid of tanks and will quickly die. The first attack site is the Quarry.

Day Twelve or Thirteen

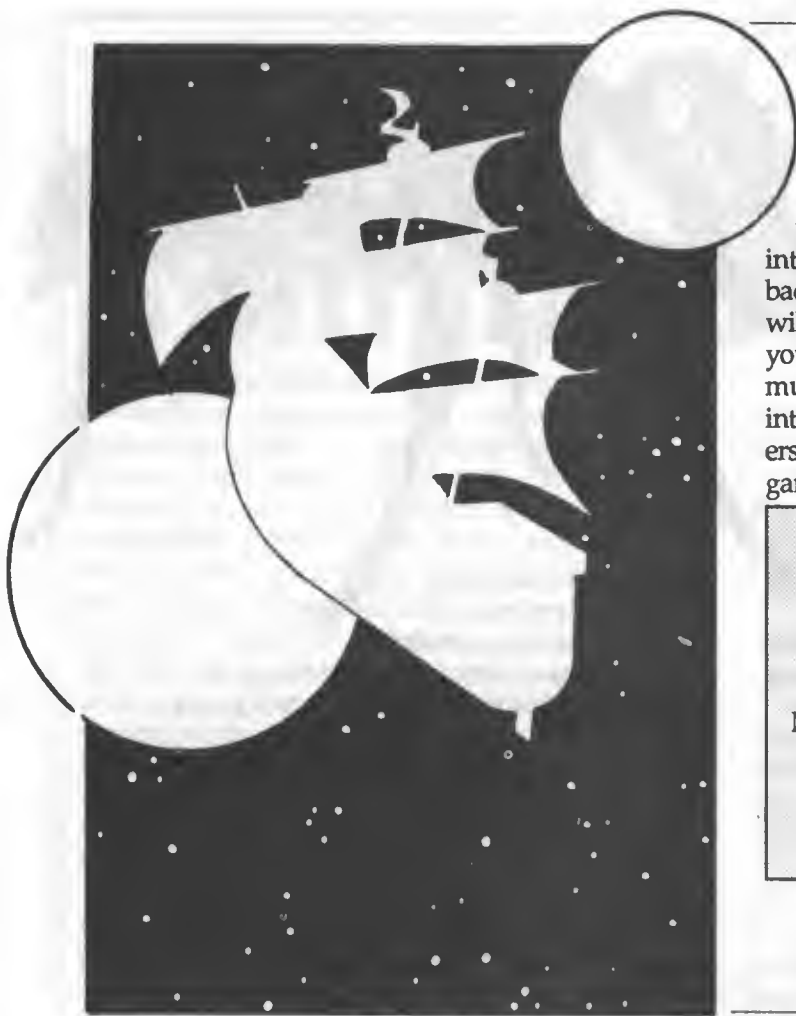
When the mines come under attack, place all your forces at the Ore Base and the M-2 Mine. Don't worry about M-1 (use lighter forces there). After clearing the Ore Base, return to the Simulation Map to make sure you still have at least two army troops at the M-2 Mine before proceeding there. After clearing M-2, go to M-1. Go south by foot or tank to the place where you found the entrance to the ants' nest. Enter it.

Nest: Level One

Head around the perimeter of the nest, moving in a southerly direction, then west, north, and east until you find the green pool. (It's not necessary to map this area, since you only need to retrace your steps on Level Two.)

Nest: Level Two

Head northwest. You'll know you are on the right path when you start seeing lots of pupa around you. Lead the ants to the entrances of tunnels you've tried and use their dead bodies as markers to retrace your steps. You'll go far west, then north to find the queen ant, and you must walk around behind her in order to start the bomb. Retrace your steps and return to Level One as fast as possible.



round it up, the servants of Chaos will continue their rampage throughout the known universe. If you do manage to find the Kristal of Konos, you will also win the hand of Princess Narta, otherwise doomed to marry Lotarr, a villain who's seeking the Kristal with far less noble intentions. Lotarr, the Warlord of Grimm, is backed up by an army of Akes—shock troops who will attack you both on the surface of the planets you visit and in space. Though *The Kristal* relies too much on glitzy graphics, features a frustrating interface, and offers weak puzzles and clues, players who prefer high-calibre graphics over smooth gameplay will like it.

Type:
Animated Adventure

Difficulty:
Novice

Systems:
MS-DOS (512K, joystick optional, CGA/VGA/EGA/Tandy); Amiga (512K); Atari ST (512K)

Company:
Cinemaware/Electronic Arts

THE KRISTAL

Perhaps the only graphic adventure to be adapted from an original stage musical, *The Kristal* is a graphically impressive game with a Sixties feel. (The phrase "what's happening" goes a long way in this adventure.) As Drancis Frake, a "swash-buckling space pirate," you command a space ship whose hull incongruously resembles an old wooden sailing vessel armed with a cannon, while you settle personal combat with your trusty sword. Your journey starts on the planet Meltoca, where you aspire to find the Kristal of Konos. Knowing what to say to whom is the key to finding the objects you will eventually need to get the Kristal.

The Kristal was stolen by an agent of the evil Ono long ago. Then the Lord of Light found the gem and hid it on one of nine other planets. Unless you

The Solution

Locations of many objects and characters are randomized in this game, so they may not be at the places shown on the maps. You'll have to move back and forth between screens to meet many of the important characters. Sometimes new characters will show up if you return to your ship, then walk back to the area you were exploring (without taking off in the ship).

You may be able to avoid combat by remaining motionless when a pirate approaches or by beaming back up as soon as you find the object you're seeking on that planet. Save the game after each victory.

On Meltoca

The Streets of Novala

Don't buy any food. Talk to Sereena at the fruit stand and say "I don't know" when asked where you're from. Give one or two skringles to Boris the Butler to get five psychic points. Find Bendoon the Beggar. Give him a skrinkle, then another, and you'll get the Pommel. Look around for Gloop, the little alien, and ask "What do you do?" You'll get an invitation that enables you to enter the palace.

At the Palace

Tell the guards you're there to see Nedrod. When they ask why, say "by invitation." Inside, find Nedrod and keep asking questions until he hands over the talisman. Then talk to the Kring, who'll give you 25 skringles. Head out through the triangular door. The Princess will ask what you're doing there. Say "Talking to Nedrod," and you'll get the Ring of Belz.

Somewhere in Novala: The Scroll and the Key
The scroll needed to use the Ring of Belz is found at a random location, so keep looking until you find it. (Try behind the fence at the palace, or in an archway.) If the Key is not near the path beside the city wall, it will be on Zapminola in the second screen. (The spaceship's top middle icon will set your course for Zapminola.)

On Zapminola

Strell, Mervin and your Apartment

Don't buy Multi-pep tablets from Aunt Polly. In the town square, ask Strell "Can you lend me skringles?" and he'll give you 25. Find and talk to Mervin, who'll also give you 25 skringles. Talk to him again, and you'll get the Message Interceptor. Give skringles to Malagar and Vikker to boost psychic points. In the Kring's Head Tavern, use the key to get into your upstairs apartment (climb the stairs on the left) and get the Heatpro Tablets near the bed.

Obtaining Strength and Psychic Points

In the Tavern, buy Grelge for Strength. You'll have to move away from the bar, so the bartender will leave the area, then eat your Grelge and go to the bar again. Other food items sold here are not as valuable as Grelge, so save your money. Then head for the ship and Feltina (the lower right icon will set the course). You need at least 100 Strength and 15 Psychic Points before proceeding.

On Feltina

Use the Heatpro Tablets right away. Then find the Sword of Spheres (which boosts your fighting ability) and use the Pommel to pick it up. It is possible to avoid combat with the Ake on Feltina by simply not moving until he leaves. Now take off for Glysta (the lower left icon).

On Glysta

Find the Psychoabsorber (rock). Go back to your ship and go to Meruvia (middle icon, second from top).

On Meruvia

Look for the chests and use the Talisman to get the chocolate skringles. Before proceeding, make sure you've got over 100 Strength and more than 40 Psychic Points. (If necessary, seek out opponents and defeat four or five of them to boost your Strength.)

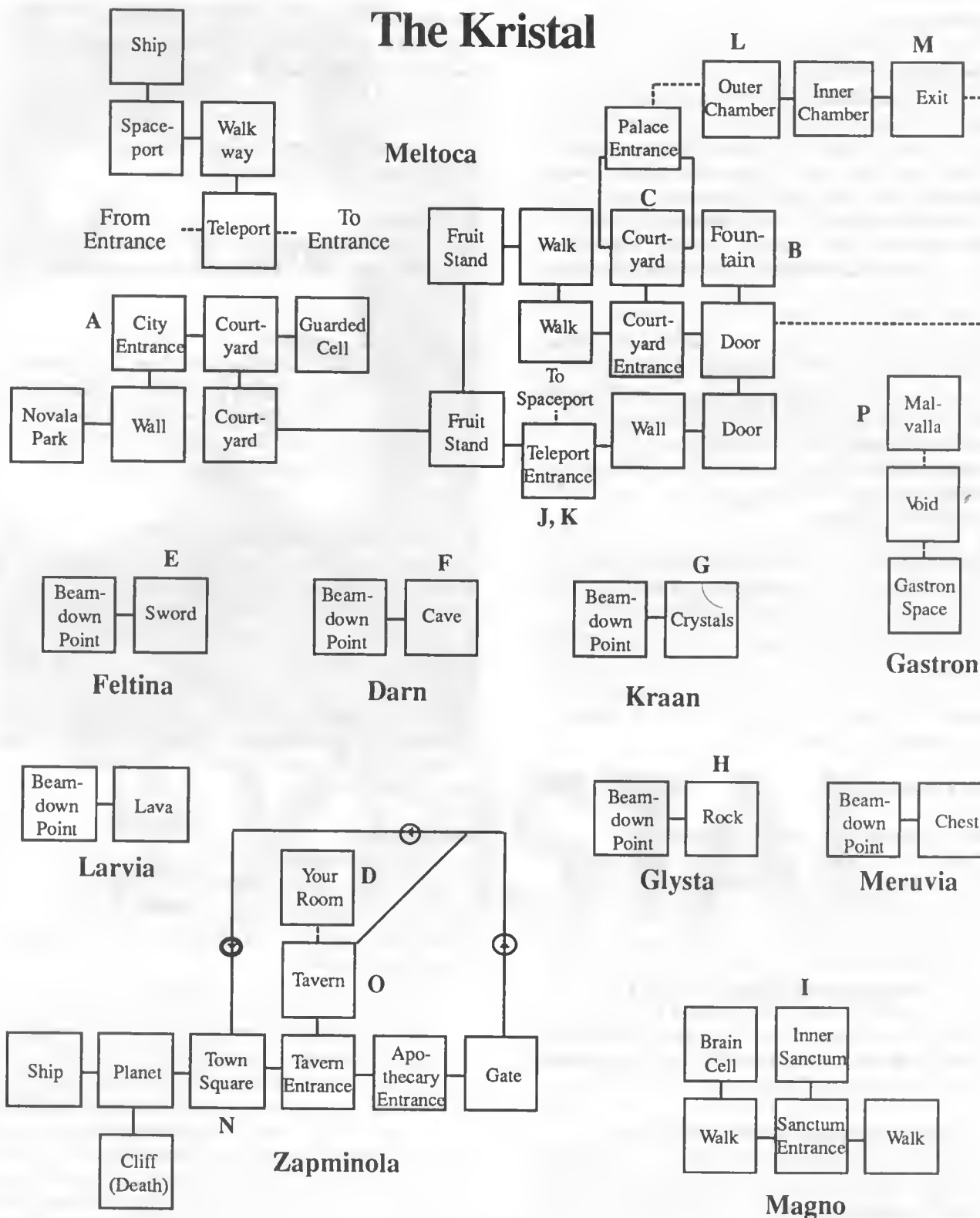
Into the Void: Meet Malvalla

Redhead's space ship shows up after you've made eight trips in space. When it does, steer your ship through the ring and into the Void. Redhead and the Princess will move past (if they don't, leave and return later). Use the Ring of Belz to summon Malvalla. Ask Malvalla, "Where am I?" You'll be sent back to your ship. From here you'll automatically go to Magno and get the Belt of the Celestial Sisters. (Press Escape and move the joystick to leave Malvalla.)

On Magno

You'll need at least 100 Strength and 40 Psychic Points to survive the Brain Cell. Save the game, then seek and slay Redhead and Ffin Shadok in separate encounters. Find the entrance to the inner chamber and enter.

The Kristal



Map Key: The Kristal

A: Key*
B: Scroll*
C: Ticket*
D: Heatpro Tablets
E: Sword

F: Triangle
G: Scroll Note
H: Psychoabsorber
I: Chocolate Skringles
J: Pommel* (Beggar)
K: Invitation* (Gloop)

L: Talisman (Nedrod)
M: Ring (Princess)
N: Interceptor (Mervin)
O: Grelge (Bartender)
P: Belt (Malvalla)

* = found in random locations

Leisure Suit Larry III:

Passionate Patti in Pursuit of the Pulsating Pectorals

In this, perhaps the most explicit game in the *Leisure Suit Larry* series, Larry Laffer returns to his palatial estate on Nontoonyt Island to discover that his wife, Kalalau, has locked him out after a brief divorce ceremony. He is then fired from his job by his boss (and father-in-law) Big Chief Kenewauwau. Single once again, Larry returns to life as a lounge lizard and stumbles through a series of brief, meaningless affairs before meeting up with his one true love, Passionate Patti, famed virtuoso of the cocktail lounge piano bar circuit. Unfortunately, a misunderstanding breaks up our perfectly matched couple and, to patch things up, you must assume the role of Patti.

From here on out, the game plays a lot like *Leisure Suit II*. It features great graphics and sound, as well as non-stop humor that ranges from double entendres to rollicking, animated sight gags and a stand-up comedian who ridicules the ethnic groups of your choice. In addition to a sizable collection of logic puzzles to solve, you've got to ride a log down a river in a mini-arcade game at the end of the quest. Fans of the first two installments will feel right at home with this "adult" adventure. Like *Lounge Lizards*, the first game in this series, *Passionate Patti* starts with a brief trivia contest to determine which of the "lewdness levels" you'll play on. Blow all five and you'll have to settle for the Mother Goose level, but ace 'em all and you get to play it "totally raunchy."

Type:
Animated Adventure

Difficulty:
Intermediate

Systems:
MS-DOS (512K required, 640K on PCjr, 8 mhz or better and hard disk recommended, mouse/joystick optional, CGA/EGA/MCGA/VGA/Hercules, Roland MT-32/Ad Lib/Game Blaster sound boards); Amiga (512K); Atari ST (512K); Macintosh

Company:
Sierra, Inc.



The Solution

Vista

Look plaque. Exit. Use binoculars (left pair). E.

Paths

Take path to your home (follow hand). At home, watch conversation. E. Follow map to Natives, Inc. and enter.

Natives, Inc.

After the animated scenes, go outside and walk east. Take upper left path. Take upper left path again. Look at tree. Take wood. Take upper left path. (You should be at home.) Open mailbox. Look in box. Take envelope. E.

Paths

Take bottom right path. Take bottom right path again. Take bottom path.

Beach

After the three peddlers appear, approach Tawni. Look at woman. Talk to woman (twice). Give dsfeju dbse to Tawni. West (after animated sequence). Walk to steps. Sharpen knife on steps. Dbswf xppe. Take upper left path. Take middle right path.

In front of Chip 'n' Dales

Walk to patch of grass. Cut grass with knife. Weave grass. Exit via southwest corner. Take bottom right path. Take path behind steps.

Cabana

Drink water at fountain. Take soap. Enter first cubicle. Wear skirt. Walk to beach. Watch animation. Return to cabana. Enter first cubicle. Wear suit. Walk to resort.

Resort

N. Walk up staircase and go west. W. Walk to man. Use pass. (You must have the guide from the game box, following instructions provided therein.) Ujq man. Watch show. After exiting show, wait for Cherri Tart to use phone. Walk to Tart and look at her. Talk to Tart (twice). Talk land. Exit resort. Walk to Lawyer's Office.

Dewey, Cheatem and Howe: the Lawyer's Office

Enter office. Talk to Roger. Ask for land. Sit on couch. Ask for divorce. Ask for land. Stand. Leave room. Leave offices. Walk to park. Take paper.

Read paper. Stand. Walk to Lawyer's Office. Ask for deed. Walk to resort. Enter resort.

Resort

Walk to showroom. Knock on door. Watch scenes. Walk onstage and dance. Watch scenes. Walk to Lawyer's Office (while still wearing costume).

Lawyer's Office

Pay fee. Watch scenes. Exit offices. Walk to Resort Showroom. Open door. Walk to pile of clothes. Wear suit. Walk to beach. Take towel. Walk to Lawyer's Office. Ask Roger for papers. Look at papers. Walk to Fat City.

Fat City

Enter Fat City. Walk to left door. Use card. Look at back of card (the names of businesses are in your guidebook. The page number that each business is found on corresponds to a number of the combination. The order of the businesses is the order of the numbers. See this solution's maps for location of Suzi's locker.) Open locker. Wear sweats. Close locker. Walk to top right door. There are four different parts to the exercise machine. Work out 22 times on each part. Exit room. Walk back to locker. Open locker. Take towel. Close locker. Walk to shower. Turn on water. Wash. Rinse. Turn off water. Leave shower. Dry body. Walk to locker. Open locker. Undress. Use deodorant. Take suit. Close locker. Walk to bottom right exit. Walk to top door. Use card. Walk over in front of woman. Look at woman. Talk to woman (three times). Help Bambi with tape. Exit Fat City. Walk to Beach.

Beach

Use towel (wait until you get points). Get up. Walk to Chip 'n' Dales. Look at cliff. Enter opening. Walk (carefully) near orchids on left side. Pick orchids. Nblf mfj. Exit cave. Walk to resort lounge.

Lounge

Walk to stool nearest Patti. Sit on stool. Look at Patti. Date Patti. Give efdssff to Patti. Date Patti. Give mfj to Patti. Date Patti. Walk to Comedy Hut and enter.

Comedy Hut

Sit at center table. Take wine. Watch entire show (if you want more points). Exit Comedy Hut. Walk to Resort Lobby. Push button. Push nine.

Penthouse

Walk to bed. Undress. (You now become Patti.) Walk behind screen. Take hose. Take bra. Take underwear. Take dress. Walk to table at end of bed.

Take bottle. Exit room. Push one. Walk to resort lounge. Look at board. Take marker. Walk to cup on piano. Take cup. Walk to cabana.

Cabana

Walk to water fountain on one side of building. Take water. Walk to Chip 'n' Dales.

Chip 'n' Dales

Talk to man. Give money. Sit in chair. Throw voefsxfs to Dale. When Dale comes out and sits, look at Dale. Talk to Dale. Leave. Stand. Exit Chip 'n' Dales. Walk to Bamboo Forest (from Chip 'n' Dales, go east, walk to top right of Comedy Hut screen, and enter forest at top left).

Bamboo Forest and Mountain Stream

(To negotiate forest, see map. Drink water from bottle when near the end of maze.) At stream, walk close to its edge. Drink water. Walk north. Walk to rock at far north of screen. Take off iptf. Tie iptf to rock. On ledge, walk toward plants. Take leaves. Make spqf with leaves. Walk to right palm tree.

Climb tree. Take coconuts. Climb down. Lasso rock. Tie spqf to tree. Sjq esftt. Climb rope. Walk to northwest path.

Clearing and River

Take off bra. Put ddpovut in bra. Walk north. (Do not walk on the main path yet—stay by the grass.) Tmjoh csb at pig. Walk north. At river bank, enter water and swim behind log. Move log. Get on log.

Rapids: Action Sequence

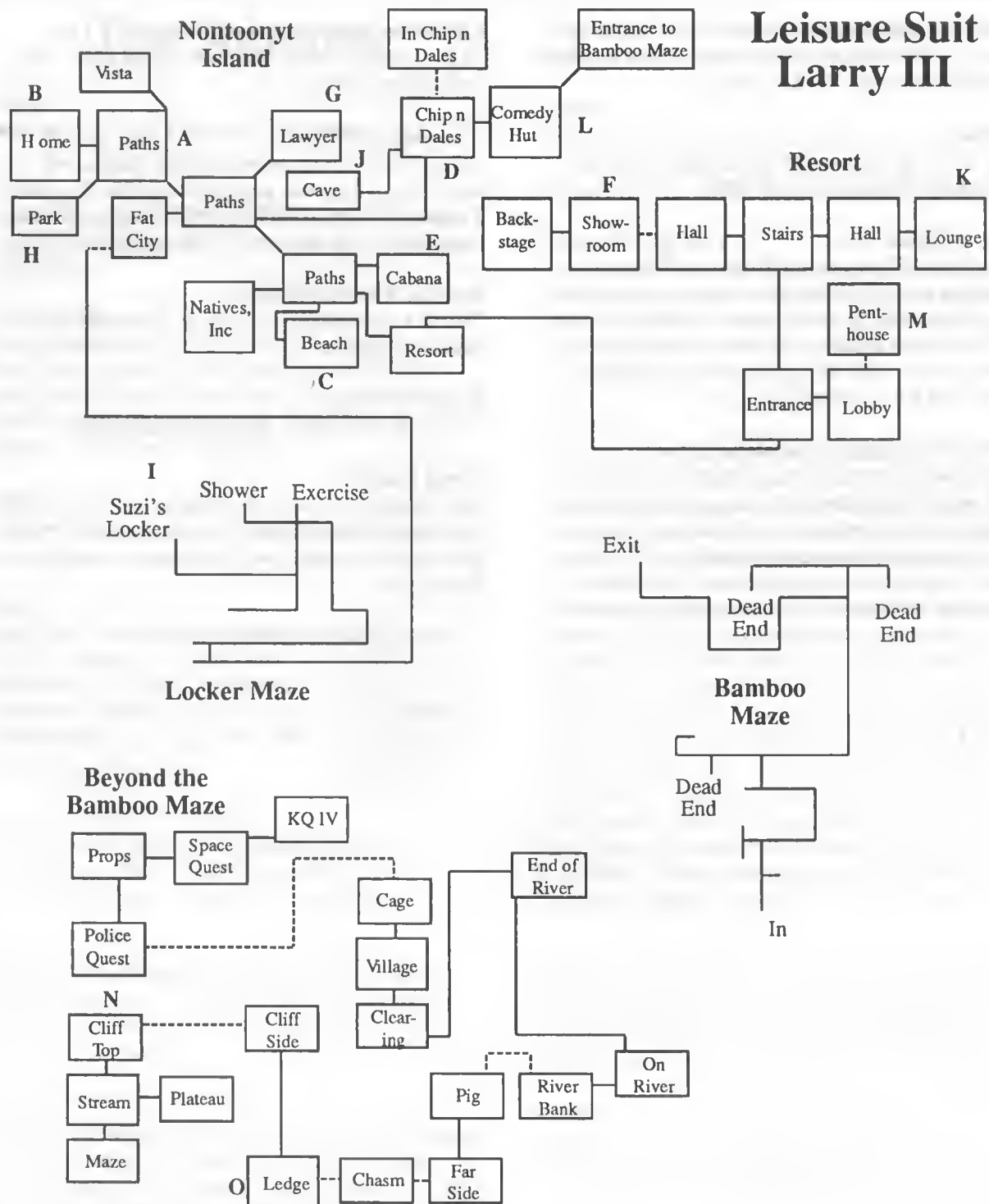
Play at a slower speed and save whenever you make progress.

Amazon Camp

When you're in cage, use the nbhjd nbslfs.

Sierra Studios

After landing, walk north. Then walk right. In the *Space Quest* scene, move Patti next to the machine. When she's upside-down, turn off the machine. Walk right.



LOOM

A stereo cassette tape introduces the story setting and background for this one-of-a-kind quest, the tale of Bobbin Threadbare, a seventeen-year-old Weaver boy magically created on the island of Loom. Lady Cygna, the cassette reveals, created Bobbin despite the ruling of the Elders, who reacted by turning her into a swan. As the story opens, all the Weavers have mysteriously been turned into swans, as well. Your goal is to find and save them, relying on a staff with which you "play" magic spells. You use the staff, and cast spells, also called "drafts," by clicking on musical notes on the screen. All the puzzles are solved in this manner, which lends *Loom* a unique place in the Adventure Game Hall of Fame.

Lots of smooth, animated scenes and bright music enliven the story, which twists and turns unexpectedly through forests, meadows, castles, and into The Void. Spells such as Emptying and Dyeing are inventively conceived and employed, and you can cast a spell in reverse to achieve an effect opposite to the one intended.

Visually and musically (the entire score of Tchaikovsky's "Swan Lake" is heard), *Loom* is enthralling, and the *Zak McKracken* interface is cleverly utilized. But the sequence of events is tightly structured, the puzzles lined up linearly — like ducks in a row (or should that be swans?). This reduces a player's freedom to experiment and explore, making this Lucasfilm's most lukewarm adventure yet (unless you're a music aficionado, for music has never before been so intimately interwoven into the fabric of an adventure).

Type:
Animated Adventure

Difficulty:
Novice

Systems:
MS-DOS (512K required, joystick/mouse optional, CGA/EGA/VGA/MCGA/Tandy, Ad Lib/Game Blaster/Roland MT-32 & LAPC-1 supported with \$10 upgrade disks, 3.5" and 5.25" formats in separate boxes)

Company:
Lucasfilm Games/Electronic Arts



The Solution

General Comments

There are no true compass directions, so when told to go west, for example, move left to the next screen.

When the notes of a Draft are to be cast in reverse, this is stated as "Un-(Draft name)."

In the solution below, "Look" implies double-clicking on something.

Island

Look at leaf. Go to the village and enter the Sanctuary tent. Go east all the way to the loom. Listen to the Elders and Hetchel. Get Distaff. Spin Opening Draft on egg. Go west out of the tent and enter Hetchel's tent. Look at book. Look at Dye Pot.

Learn Dyeing Draft; dye cloth. Look at flask and learn Emptying Draft. Leave tent and go to graveyard.

Graveyard

Look at thorns. Look at **hsbwf** for clue. Go back to woods and look at tree holes. **Gffe pxm** to learn Draft of Night Vision. (You must look into four **pxm ipmft** to learn all four notes of the Draft.)

Village

Enter dark tent in front of Hetchel's (only three of the tents can be entered). Look at darkness and spin Draft of Night Vision. Look at wheel and learn Draft of Spinning Straw into Gold.

Top of Mountain

Look at sky and spin Draft of Opening (duck to avoid lightning).

Dock

Look at **dmbn** and spin Draft of Opening. Jump in water and get on log. Go west all the way to waterspout.

Waterspout

Look at waterspout and learn Draft of Twisting. Look at waterspout and spin Draft of Un-Twisting. (Try to get past the waterspout first; your impromptu trip into the sky will be one of the game's most amusing events.) Go all the way west to Shore.

Shore

Go to Shepherd's Guard, or east to Crystalgard. Go north into woods, where you meet four shepherds. Learn Un-Invisibility as they enter the scene; reverse the notes for Invisibility.

Crystalgard

Reach Crystalgard by following the trail. Look at workers in Tower; do so while you are outside at the foot of the Tower. Spin Draft of Invisibility on the workers at the top of the Tower (so you'll be invisible when you get to the top) and enter Tower entrance. Enter Crystal Elevator and look at Crystal. Walk to bell and look at it. Look at sphere three times for clues. Learn the Draft of Terror from the sphere when it shows the shepherd guards.

For Whom the Bell Tolls

Return to the bell and look at it. Look at scythe and learn Draft of Sharpening. Enter dome-shaped building and look at graves to get Goodmold to talk to you and part with some clues.

The Crystal and the Chalice

Leave the dome-shaped building and enter Hall of the Chalice. Go to Crystal and look. Go to Chalice and look for more clues from Goodmold. You can spin Un-Emptying on Chalice if you want to fill it. Exit east and go back to shepherd guards.

The Shepherd Guards

Spin the Draft of **Ufssps** on the guards. Go west. Look at sheep to learn Un-sleeping. When the napping boy rounds up the sheep, he'll spin the Sleeping Draft if you didn't catch it the first time in reverse.

The Shepherd's House

Look at lamb and get clues from girl shepherd. Look at lamb again and learn Healing Draft. Leave house and go east. Look at sheep and spin Dyeing Draft so they will turn green and dragon will take you to its lair.

Dragon Lair

Look at dragon. Look at gold. Look at gold again and spin Un-Straw to Gold, which turns the gold to straw. Look at dragon. Spin Sleeping Draft. Go north into caves.

Caves

These constitute a very tiny maze. Just wander around until you find the pool, which can't be reached directly from the entrance. An effective method for reaching them is to go east and look at darkness. Spin Night Vision Draft on the darkness. Go south and enter first cave. Go south some more, then west until you fall off the ledge.

Pool

Look at pool and learn Draft of Reflection. Look at pool and spin Emptying Draft. Look at sphere three times for clues. Look at dry hole and spin Draft of Un-Emptying. Go behind rock and leave cave to the northeast. Look at steps. Spin Un-Twisting on steps. Follow steps southeast.

Halls of Forge

Look at boy and spin Un-Sleeping. Listen to clues. After he falls asleep, look at him (Rusty) and spin Draft of Reflection on him. Go east to Forge.

The Forge

Enter Forge. Follow path to back, then to the right, then south, and finally east. After you are put in room, look at straw. When Hetchel puts Distaff under door, get it and look at door. Spin Opening Draft on door. Exit and go down.

The Sword

Look at men talking. Listen to conversation for clues. Look at them again, then look at sword when the Swordsmith quits hammering. Spin Twisting Draft on sword, which leads to your being captured and taken to the Bishop's Castle. (No matter how long you wait, the Swordsmith never finishes the sword. The Bishop, however, gets more and more impatient. You must Twist the sword during a moment of quiet.)

Bishop's Castle

Listen, then look at door. Spin Draft of Opening. After Bishop gets staff, listen to conversation and look at sphere three times for more clues. Go outside and look at Bishop again. Get Distaff and go back inside. Go back outside, where creature pushes you into the Void.

Void

Look at the hole that goes back to the Bishop's Castle. Spin Draft of Ifbmjoh. Go west and enter hole. (Get rid of the Torturer by letting him look under your hood.)

Back at the Castle

Look at bones (Rusty). Look at bones and spin Draft of Ifbmjoh. (You can shut the holes by Ifbmjoh or closing them, but the Draft must be spun from inside the Void.) Exit hole. Look at hole and spin Ifbmjoh Draft. Go west to next hole. Enter it.

Shepherds' Meadow

Look at shepherds and spin Ifbmjoh on them. Exit hole. Look at hole and spin Ifbmjoh on this hole. Go west to next hole. Enter hole (of Crystalgard).

Crystalgard Again

Look at Goodmold and spin Healing on him (do so before he starts talking, or he'll die). Listen to story and more clues. Exit hole. Look at hole and spin Healing. Go west to next hole. Listen to Mother's story. Go west into next hole. Go east all the way to the loom.

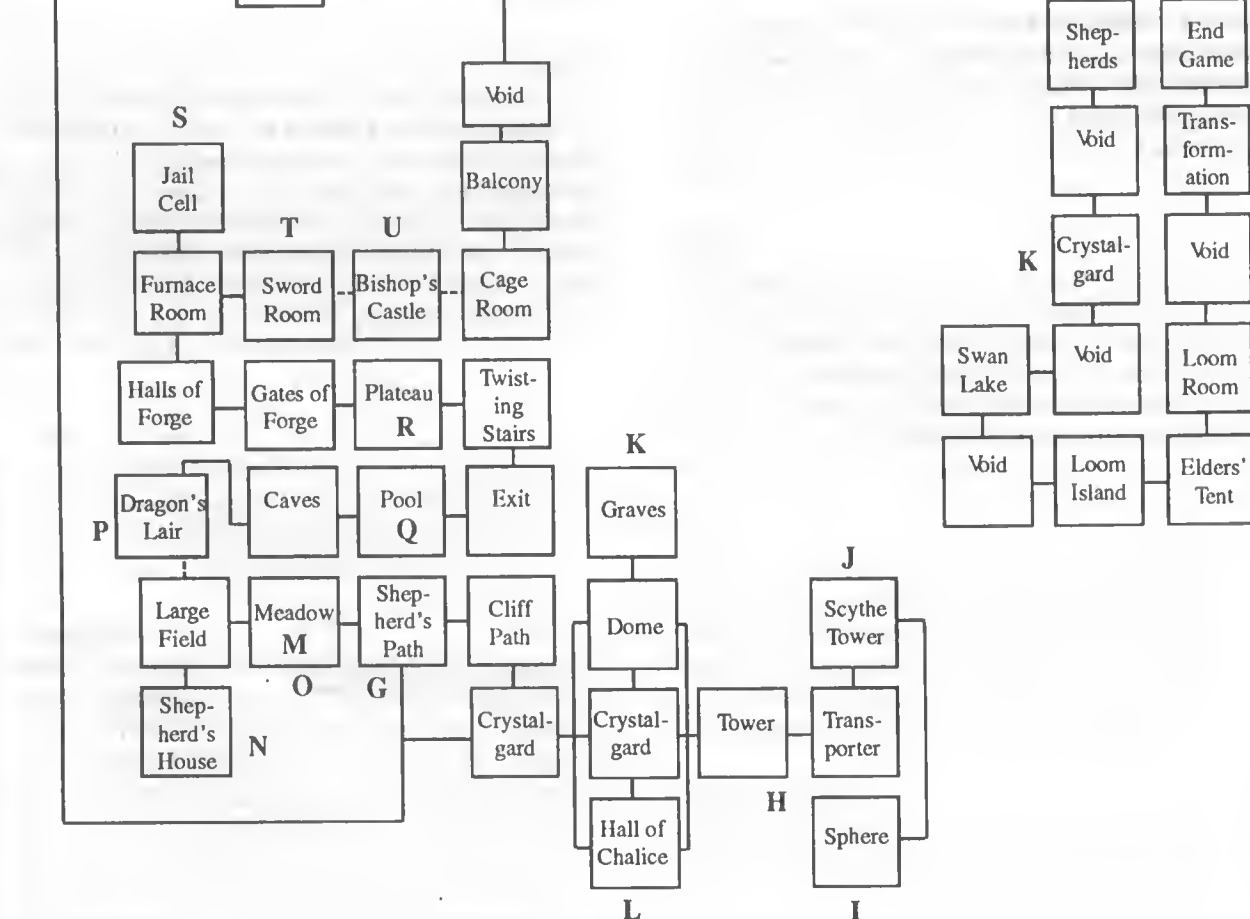
Loom

Look at loom. Look at loom again and learn Draft of Silence. Look at Hetchel and spin Un-Tjmfodf. Look at loom again and learn Shaping Draft. Look at the cooked swan and spin Un-Shaping. Look at loom again and learn Draft of Un-Making. Look at feather. Look at loom and spin Un-Making on it. Enter hole. Look at self and spin Draft of Transcendence (back of Book).

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graph TD
    Cross-roads --> Grave-yard
    Cross-roads --> Owl-Trees[Owl Trees]
    Cross-roads --> Forest
    Cross-roads --> Cliff-Top[Cliff Top]
    Cross-roads --> Dock-E[Dock E]
    Cross-roads --> Village
    Village --> Dark-Tent[Dark Tent]
    Village --> Hetchel's-Tent[Hetchel's Tent]
    Village --> Ocean
    Village --> Elders-Tent[Elders' Tent]
    Village --> Tapes-tries
    Village --> Loom-Room[Loom Room]
    Ocean --> Water-spout
    Ocean --> Shore
  
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The diagram is a hierarchical tree structure representing the organization of a novel. The root node is 'Cross-roads'. It branches into four nodes: 'Grave-yard', 'Owl Trees', 'Forest', and 'Cliff Top'. 'Cross-roads' also branches into 'Dock E' and 'Village'. 'Village' branches into 'Dark Tent' and 'Hetchel's Tent'. 'Village' also branches into 'Ocean', 'Elders' Tent', 'Tapes-tries', and 'Loom Room'. 'Ocean' branches into 'Water-spout' and 'Shore'. The diagram is labeled with letters A through F.



A: Distaff, Egg
B: Dye Pot, Dyeing Drott,
Clath, Flask, Emptying
Draft
C: Owls, Night Visian Draft
D: Wheel, Straw into Gold
Draft

- E: Clam, Un-Opening Draft
- F: Twisting Draft
- G: Shepherds, Invisibility Draft
- H: Warkers
- I: Sphere, Terror Draft
- J: Bell, Sharpening Draft
- K: Goodmold

L: Chalice
M: Sleeping Draft
N: Lamb, Healing Draft
O: Sheep
P: Dragon, Gold, Straw
Q: Sphere, Reflection Draft
R: Rusty

S: Straw, Distaff
T: Sword
U: Distaff

MANHUNTER:

San Francisco

This sequel begins where *Manhunter: New York* left off, with you chasing the traitor Phil in one of the Orb ships. The Orbs are aliens that look like big flying eyeballs. This time they've taken over San Francisco, and it's your job to run them out of town. Again you rely on MAD, an electronic device that lets you "tag" little on-screen blips representing suspects, so you can follow them around. A Travel command lets you go directly to any location listed on MAD.

Sierra's most unusual game system, *Manhunter* presents most scenes as if seen through the eyes of your character. But the most striking scenes are the aerial-view shots of the city streets displayed on the MAD screen. MAD also provides information on suspects. Getting that information requires no typing — all actions are handled with icons.

A variety of mini-arcade games are built into *Manhunter*, but you can set their difficulty level to easy, medium, or hard. Since this game was written with Sierra's older AGI system, it's not as nice to look at or listen to as their recent releases. Still, *Manhunter* is a rare treat for those who appreciate black humor and mystery — and don't mind excessive and graphic violence.

Type:
Animated Graphic Adventure

Difficulty:
Intermediate

Systems:
MS-DOS (256K, Hercules/CGA/EGA/VGA);
Atari ST (512K); Amiga (one megabyte); Macintosh (512K)

Company:
Sierra, Inc.



The Solution

To get information on any of the names you come across, use the MAD and click on Info. To track the suspects, click on Tracker.

Day One

Crash Site

Get I.D. and MAD. Use MAD to track all three subjects to Bank of Canton, Warehouse, Ferry Building, Embarcadero Fountain, and Hyde Street Pier. Tag the three subjects at the Bank of Canton. Get info on Peter Brown. Travel to Bank of Canton.

Bank of Canton

Enter store at the west side of the bank, go down steps, enter hole at bottom of steps, and move through hole to office. In the office, look at the man's face and hand. Notice that the office belongs to Ube Ujnpw. Get the note on the desk and the newspaper clipping by the waste basket. Exit to street. Go west and look at the dead body. Look at the face and hand. Get the broken fang from neck and the laundry ticket. Use MAD to get info on Ube Ujnpw. Travel to warehouse.

Warehouse

Look at the bird, then enter door. See clump of hair, go farther in the warehouse. Set arcade difficulty to easy. Avoid robots by not letting them see you. Go to the room in the SW corner. In the office, look at the desk to see the note, then get the mallet. (Notice the fish sign on the head of the mallet.) Exit to street, then travel to the Ferry Building.

Ferry Building

There are lots of Orbs here. Enter through the middle door and notice that the doors are locked. Look at the poster on the right hand wall. Exit to street. Travel to Embarcadero Fountain.

Embarcadero Fountain

Enter fountain and press Return repeatedly to keep from going down the drain. You want to go to the tunnel on the right hand side of the fountain. Once you've done so, set arcade difficulty to easy and kill all the rats and bats. It is easier to win if you stand still and kill in one spot. Kill them all, then go to the office at the other end of the tunnel. Inside, get the driver's license, look at the body, and get the empty flask. Use MAD to get info on Mic Stone. Return through the tunnel and hit Enter repeatedly to spin out. Travel to Hyde Street Pier.

Hyde Street Pier

Look at the fence and see medical supplies. Then go down ladder to the beach. Once on the beach, look under pier, then climb the pole. *Do not* enter pipe from this end. Travel to Manhunter's apartment.

Manhunter's Apartment

Look out the window at Coit Tower and the TransAmerica Pyramid. Open the dresser drawer and get cloth. Travel to Tad Timov's Apartment.

Tad Timov's Apartment

Enter the apartment, but leave immediately or you will be killed by the dog. Now this wraps up all the places you can visit. If, when you select travel at this point, you do not get an Orb Override, you have to kill time by traveling around some more. When you do get the Orb Override, input the names Ube Tjnpw and Njd Tupof.

Day Two

Manhunter's Apartment

Use MAD to track all subjects, who will visit Pier 5, Temple, Shop, Pyramid, Doctor's House, Laundry, Cable Car Barn and the Private Club. Travel to Pier 5.

Pier 5

Look at the boat. Take the muzzle. Notice the broken fang, which exactly fits the fang you are carrying. Notice the missing finger. Travel to Tad Timov's Apartment.

Tad Timov's Apartment

Select muzzle from inventory and put it on the dog. (The dog runs away.) Look at the picture and notice the symbols. Get camera. Travel to Temple.

Temple

Enter temple, go to the center of the room and take the shield. Set arcade difficulty to easy and play the arcade sequence. Buddha will rise when you have completed the round. Go up the steps and look at the dragon note. R3 to L1 to R4 translates to castle [R3], gateway [L1], hell [R4]. Look at the cloth, go to the second statue on the left, and use the cloth. The message means *gpvs qjodift*. Walk to the top of the steps. Ninja will grab you and force you to walk a lava path to the next room (another arcade sequence). Watch the other man brand his hand with a dragon (you don't). You take the scroll and (quickly!) jump out the window on the east side of the room.

Outside the Temple

Look at the scroll. Use MAD for info on Zac West. Walk east, then enter the building. Look at the man. Look at the canisters: The second from the left has the same symbol as the picture at Tad Timov's apartment. Take **gpvs qjodift** from that canister and put in the pipe. Get pipe and use it. You will see a vision. The old man will give you a statue; take it and put it in your robe. Exit to street. Travel to shop.

Shop

As you enter the shop, you will see the shopkeeper with the missing finger from the beast at Pier 5. Exit to street. Travel to the Pyramid.

Pyramid

Walk up to the Pyramid and notice the broken chain by the door. Enter the Pyramid, look at the gun, get the gun. Re-enter Pyramid, look at the robot, set arcade difficulty to easy and free the slave. Travel to Doctor's House.

Doctor's House

Look at the dead body, then at the doctor. Select empty flask to fill with urine sample. Take the letter and read it. Use MAD for info on Noah Goring. Travel to Laundry.

Laundry

Laundry is closed. Travel to Noah Goring's house.

Noah Goring's House

Look at the end table and get matches. Notice white thread and needle. Look at the files on the floor and read them. Travel to Cable Car Barn.

Cable Car Barn

Enter door and get on a cable car. Get off near the upper right corner and go to the upper right transformer. Pull lever in upper right corner. Move through opening in lower right corner. Look at the ads. Look at the body. Take letter and read it. Travel to Private Club.

Private Club

You cannot enter now. Travel to Wax Museum.

Wax Museum

Look at the figure, use mallet, and enter museum. Push button and see show, then walk west. Look at the display, then walk west. Look at the display and climb chimney. Leave Museum. Travel. Orb Override: Input **Opbi Hpsjoh** and **Abd Xftu**.

Day Three

Track all subjects, who will go to Ghirardelli Square and the Wax Museum. Travel to Ghirardelli Square.

Ghirardelli Square

Look between the buildings and take rat's paw. Travel to Laundry.

Laundry

Look at the girl and give her the laundry ticket. She will show you the slave you freed. You get mugged. The slave frees you. Take walking stick and leave the laundry. Travel to Ghirardelli Square.

Ghirardelli Square

Look between buildings and climb rope. Move to the east and climb sign to dead body (see map). Use the stick to get ring, then climb down. Travel to Shop.

Shop

Enter shop and give the man the rat's paw. (Save the game here, because if you lose, you won't get the rat's paw back to try again.) Play the game and win six hands (two games). Get the rat mask (the one on the left with the open eyes). Travel to the Private Club.

Private Club

Go to the door and use mask, then knock. Enter and sit down. Look at the arm and see the code **V O O D**. Play the game, then use the flask. Take the hatchet while the rats are fighting over the flask. Leave. Travel to the Wax Museum.

The Wax Museum

Look at the figure and use mallet. Enter the Museum and go to the Victory Display. Look at the bodies and use the fang on the white thread to get the Orb I.D. Leave the Museum. Travel to Ghirardelli Square.

Ghirardelli Square

Look between the buildings and climb rope. Enter the window by the elevator shaft and fall down stairs. Look at the gate and use the ring to open gate. Enter tunnel.

Ghirardelli Square Underground

Go through tunnel and fall on Phil. Get Orb on a Stick. Phil then throws you to the rats. Wait until you can see their faces, then use the camera and escape through the tunnel to Hyde Street Pier. Go down ladder and under pier, then go up the pole

and use the hatchet. You are taken to Alcatraz warehouse.

The Warehouse

Use the hatchet, then walk west. Look at the monster in cell two, row two. This is the monster in your vision. Give the statue to the monster then look at the machine on the left side of the screen. Use the Orb I.D., then use the Orb on a Stick. This frees all the monsters. Ming grabs you and takes you to a balloon. Turn the handle and use the matchbook to light the burner. The balloon rises and heads for shore. Press Enter repeatedly to maintain altitude until you can land in the castle in front of Coit Tower (avoiding the hot gases spewing from the tower). The balloon crashes, dumping you into the control room, right on top of an Orb.

The Control Room

Look at the control Panel and select "Robots" on the left side of the screen. This changes all the locations of the robots to a pink color. Move all the robots to room 2 and close the gate behind them. Then select "Slaves," which turns all the slaves' locations blue. Move all of the slaves to "slavery." Open gate 1 (this kills all of the robots), then close all the gates. Then open gates 1, 2, and 3 to destroy the Cable Car Barn, the Pyramid, and Coit Tower. The Orbs die, and everyone returns to normal.

Send slaves to Hell, and they come in and take you to freedom. Enter the earth driller. Look at the control panel and press the buttons following the code on the arm (V O O D), then press the center button and look at the control screen. You must navigate the ship through the lava maze, from bottom to top of the map. Save when you enter a new quadrant, so you don't have to start all over again if you hit a pocket of lava. You are trying to get to the Ferry Building on the shore.

Map Key: Manhunter: San Francisco

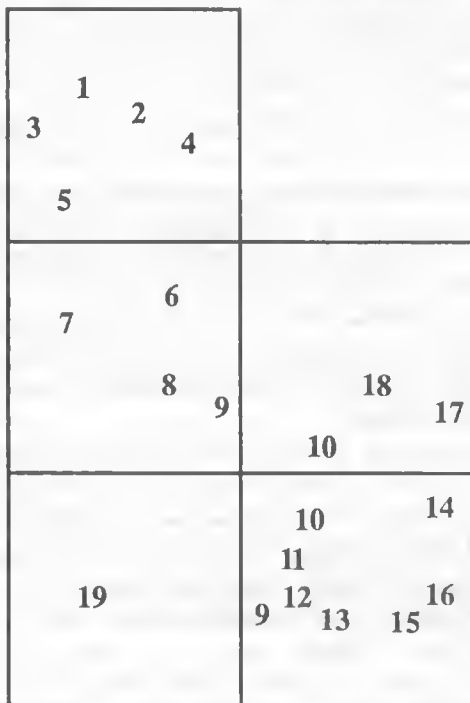
Locations 9 and 10 appear twice on the map, because they are displayed on separate sectors which overlap.

- 1: Hyde Street Pier
- 2: Wax Museum (Orb I.D.)
- 3: Ghirardelli Square (Rat's Paw, Ring; Underground: Orb on a Stick)
- 4: Private Club (Hatchet)
- 5: Manhunter's Apartment (Cloth)
- 6: Doctor's House (Letter)
- 7: Crosh Site (I.D., MAD)
- 8: Cable Car Barn (Letter)
- 9: The Temple (Scroll; East of Temple: Statue)
- 10: Tad Timov's House (Camera)
- 11: Laundry
- 12: Bank of Canton (Newspaper, Dragon Note; West of Bank: Broken Fang, Laundry Ticket)
- 13: TransAmerico Pyramid (Empty Gun)
- 14: Pier 5 (Muzzle)
- 15: Embarcadero Fountain (Empty Flask, Driver's License)
- 16: Ferry Building
- 17: Warehouse (Mallet)
- 18: Scientist's House (Matches)
- 19: The Shop (Rat Mask)

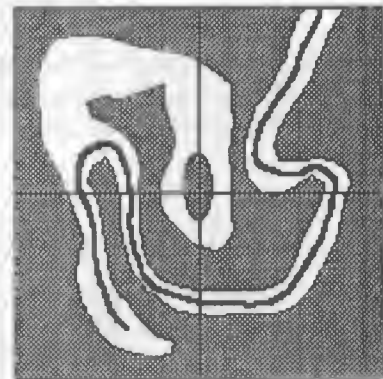
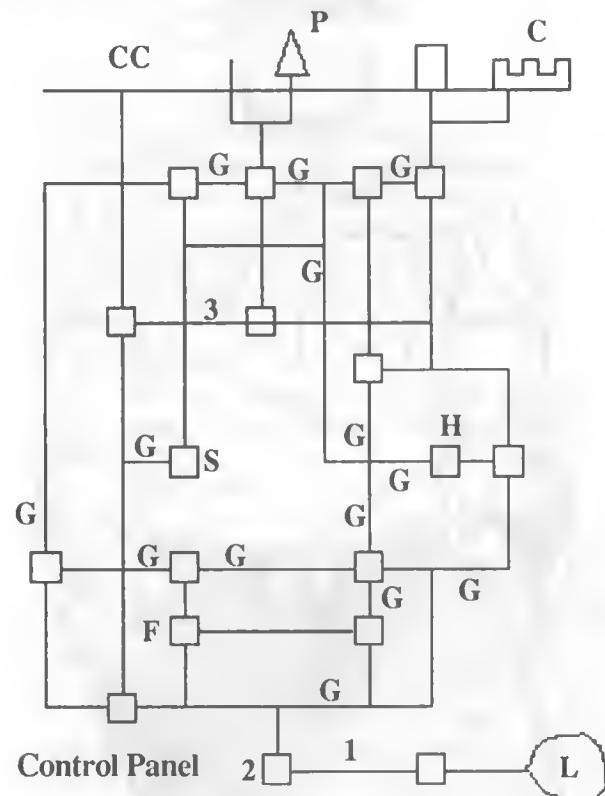
Control Panel

- C: Castle
- CC: Cable Car Barn
- G: Gate
- H: Hell
- L: Lava
- P: Pyramid
- S: Slavery
- 1: Closed Gate; kills Robots when opened
- 2: Closed Gate; move Robots here before opening 1
- 3: Closed Gate
- 4: Freedom

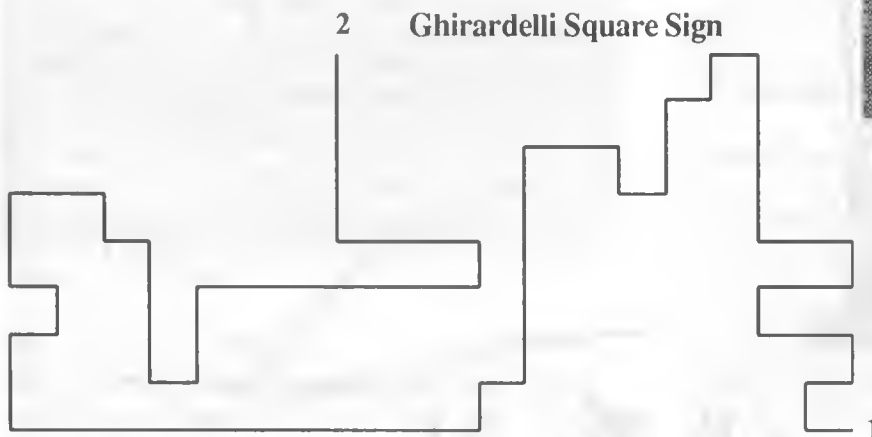
Manhunter: San Francisco



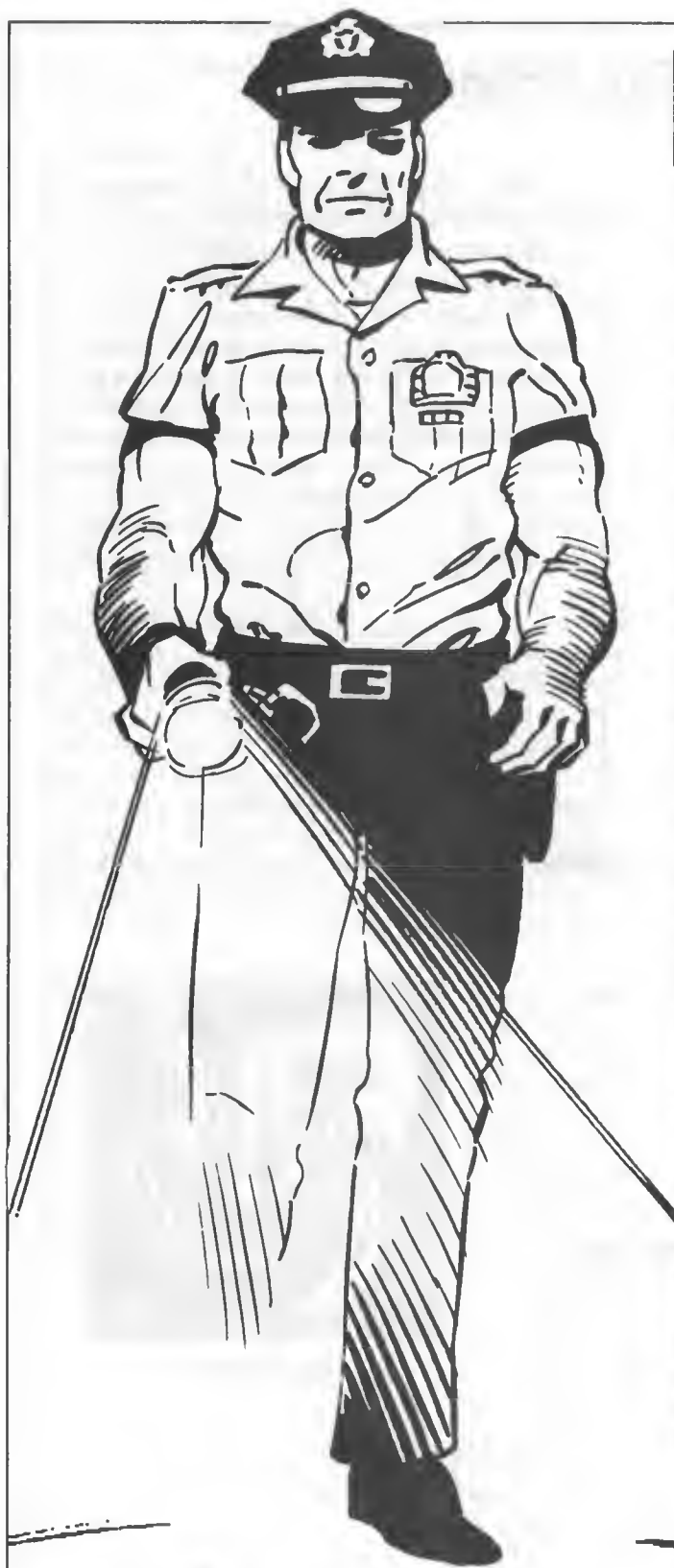
San Francisco



Lava Maze



(one-way movement from 1-2)



Another of Jim Wall's detective stories, *Police Quest II* is a procedural in which you rack up the most points if you "go by the book" in your investigation, doing everything step-by-step exactly as a real cop would under the circumstances. These circumstances focus on the Death Angel's escape from jail (where you sent him at the end of *Police Quest I*).

First you must find out how Sonny Bains managed to pull off the jail break, accomplished by picking up his trail from the place where he dumped the getaway car. The search takes you from the local shopping mall to the bottom of a nearby river, on to Steelton aboard a jet that gets hijacked enroute, and through the sewers to rescue Marie and gun down Sonny for keeps.

Walls improved on the earlier *Police Quest* by eliminating the frustrating need to steer your police car around the streets on an aerial-view map, and by getting rid of the poker game. This time, the action game consists of a target range where you must learn to adjust your pistol's sights and practice until you're a crack shot.

Written by a former Highway Patrolman, the *Police Quest* series is far more realistic than most "disk drive detective" games, and Walls goes into even more detail in this sequel. He practically forces you to develop the skills of a real detective in order to spot some of the more subtle clues. This is one of Sierra's best adventures, recommended for all cop show fans.

Type:

Animated Graphic Adventure

Difficulty:

Intermediate

Systems:

MS-DOS (512K required, 8 mhz and hard drive recommended, CGA/EGA/VGA/Tandy/Hercules, Roland MT-32/Ad Lib/Game Blaster/IBM sound boards); Atari ST (512K); Amiga (one megabyte); Macintosh (512K)

Company:

Sierra, Inc.

Police Quest II: The Vengeance

The Solution

Obvious actions, such as opening and closing doors, are not stated here. Always close the trunk after putting things in or retrieving them.

Day One

In Car and Police Station

Open box. Look box. Get card. Look back of card. (Note number.) Close box. Get keys.

Shower Room

Go to locker on left wall closest to sink. Open locker. (Enter combination from above: 36-4-12.) Get gun. Get handcuffs. Get ammo. Close locker. Load gun.

Homicide

Walk to back wall. Look wall. Read board. Get keys. Walk to desk. Sit. Look desk. Look basket. Unlock desk. Look drawer. Get wallet. Get note. Read note. Close drawer. Stand.

Shooting Range

Walk to desk. Get ear muffs. Walk to far left position. Wear ear muffs. Repeat the following steps until gun sights are properly aligned: Draw gun. Fire gun. Lower gun. Look buttons. Push view. Look target. Get target. Push back. Adjust sights. (If shooting low, push up arrow about fifteen times; if shooting to the right, push left arrow the same.) Load gun (if necessary). Leave target area (after sights are aligned) and go to desk. Return ear muffs. Get ammo. Load gun.

Homicide

Listen to captain. Look desk. Look papers (passwords: jdfdsfbn, njbnj, qjtubdip). Go to computer. Turn computer on. Cd. Vice. Njbnj. Dir. Select Nbsjf Xjmlbot and note address. Cd. Personnel. Qjtubdip. Select Mbvsb Xbuljot. Select Mmpze Qsbuu. Cd. Criminal. Homicide. Jdfdsfbn. Select Cbjot and note address. Quit. Turn computer off. Walk to filing cabinet. Open cabinet. Get Bains. Take picture. Close folder. Close cabinet. Talk Keith.

Hallway and Parking Lot

Go to counter. Unlock bin. Open bin. Get field kit. Close bin. Go to parking lot. Go to blue car. Open trunk. Put kit in trunk. Close trunk. Unlock door. Get in car. Drive to jail.

Jail Parking Lot

Go to gun lockers. Open gun locker. Put gun in locker. Close locker. Push button. Show xbmfmf to camera. Enter jail.

Jail Receiving Area

Talk to man. Ask about car. (Blue Corvette, license XPX.) Ask about officer. Read file (note serial number 5557763 and that he was issued cuffs, mace and pr24). Close file. Ask about Bains. Read file. Take picture. Close file. See witness. Talk to witness (at screen, after he arrives).

Jail Parking Lot

Open gun locker. Get gun. Close locker. Get in car. Drive toward station. Drive to mall (after radio call).

The Mall

Get kit from trunk. Go to blue Corvette. Look plate. Go to front of car. Look plate. Take picture. Open door. Look in car. Evtu glove box. Use ubqf. Open box. Look in box. Get bullets. Get holster. Get registration. Close door. Interrogate witness (stolen car is 86 Chevy, license C035). Go to car. Put kit in trunk. Get in car. Radio dispatch. Drive toward office. After radio call, drive to Cotton Cove.

Cotton Cove

Phone Booth and Middle Room

Bet on jogger. Leave car. Open trunk. Get kit. Close trunk. Interrogate witness. Load gun. Draw gun. Walk west to middle room. Shoot. Go west (after Bains flees).

Garbage

Go to northwest corner. Look ground. Get blood. Take picture. Make cast. Go to trash can. Move can. Get clothes. Look clothes. Look tag. Return to car. [Phone Booth] Walk west.

Middle Room

Talk to man. Dive in river. Look in wallet (for scuba certificate). Get in van. Get: wet suit, vest, belt, mask, fins, tank three. Check air. Exit.

Underwater: Mid-River

Save game in case you run out of air. Swim near set of three rocks near front of screen. Look bottom. Get object (badge). Swim upriver.

Underwater: Upriver

Swim near small white dot near front of screen. Look bottom. Get object (knife). Swim downriver past spot where you dove in.

Underwater: Downriver and to the Airport

Swim downriver, staying close to south shore. Look rocks. Move rock. Look hand. Get body. (You automatically surface near Trash Can area.) Go to Middle Room. Change clothes in van. Go to west room. Go to body. Take picture. Return to car. [Phone Booth] Put kit in trunk. Get in car. Radio dispatch. Drive toward station. After radio call, go to airport.

Airport**Parking Lot**

Go to black car. Look car. Look plate. Return to car. Enter car. Radio dispatch. Get kit from trunk. Go to black car's passenger side. Open door. Look at VIN. Look mirror. Evtu mirror. Use ubqf. Close door. Go north.

Crossing

Wait for girl (after crossing street). Buy rose.

Airport Lobby and Restroom

Go to female ticket agent. Show ID. Show new mug shot. Ask for passenger list. Go to restroom. Go to middle stall. Open door. Look toilet. Move lid. Get gun. Replace lid. Turn on dryer. Dry gun. Return to lobby, go west.

Rental Car near Escalator

Show ID to woman. Show new mug shot. Ask for rental car list. Leave airport. Go to car.

Parking Lot

Put kit in trunk. Get in car. Radio dispatch. Radio about sfoubm dbs. Drive to station. Say "give to Marie" when Keith asks about her.

Police Station**Parking Lot and Lobby**

Lock car. Get kit from trunk. Go to door, open, and enter lobby. Go to Evidence Window. Give evidence (revolver, blood, cast, bullets, holster, fingerprint, thumbprint, jail clothes, knife, lost badge). Go to Homicide.

Homicide

Go to desk. Sit. Look basket. Use phone. Dial 411. Type in Mzuupo and Nbsjf Xjmlbot. Dial 555-4169. Talk to Nbsjf.

Lobby, Shower, and Parking Lot

Open bin. Put kit in bin. Close bin. [Shower] Open your locker. Put gun, cuffs, and clip in locker and close it. Leave station. Get in car.

Arnie's Restaurant

Go to single girl. Sit. Give sptf. Order lobster. Eat. Call waiter. Pay.

Day Two**Police Station Parking Lot and Shower**

Get keys. Go to Shower Room. Open your locker. Get cuffs, gun, and clip. Close locker.

Homicide, Lobby and Parking Lot

Go to board. Get keys. Talk Keith. Go to Lobby. Open bin. Get kit. Close bin. Go to car. [Lot] Put kit in trunk. Unlock door. Drive to 160 West Rose.

160 West Rose

Get kit from trunk. Get blood. Evtu trunk. Take picture. Look trunk. Look body. Search body. Get corner of envelope. Look envelope. Get body (when Coroner arrives). Look trunk. Search trunk. Get note. Leave. Go to car. Put kit in trunk. Enter car. Radio dispatch. Drive to 753 Third Street.

The Inn

Walk to man. Show ID. Cjmm Dpmf. Go to room on first floor. Look door (108). Return to and enter car. Radio dispatch. Radio for backup. Leave car. Get warrant (when man arrives). Go to lobby. Show ID. Show warrant. Get key. Talk officer (when SWAT team arrives). Draw gun. Unlock door. Wait for gas to clear. Go to car, get kit, return, and enter room.

The Inn: Room 108

Look carpet. Get blood. Go to nightstand. Open drawer. Get envelope. Look envelope. Read letter. Go to bathroom. Look. Look sink. Get card. Look under bed. Get lipstick. Return to car, put kit in trunk, radio dispatch, and drive to station. [Station Lot] Put kit in trunk. Enter Lobby.

Evidence Window with More Evidence

Go to window. Give evidence (from Inn).

Homicide, Burglary, and Narcotics

Sit. Look basket. Use phone. 407 555-3323. Hello. Tell about Bains. Hang up. Stand. Go to Burglary. Ask about tipuhvo and prints. Go to Narcotics. Open cabinet. Get Colby. Close file and cabinet. Talk Keith (in Homicide). Go to car, put kit in trunk and drive to 222 West Peach. Radio dispatch.

Marie's

Get kit. Get note (on door). Read note. [Living Room] Look floor. Look ash tray. Get paper. Go to car. Put kit in trunk. Drive to station. Radio dispatch. [Police Parking Lot] Put kit in trunk.

Homicide

Talk to Captain. Sit. Use phone. 411. Ask for Tuffmupo, then qpmjdf. Dial 407 555-2677. Hello. Talk about Cbjot. Hang up. Stand. [Evidence Window] Give list to man.

Target Range

Get ear muffs. Enter range. Wear ear muffs. Raise gun. Shoot (twice). Push view. Look target. Adjust sights. Replace target. Push back. (Repeat procedure until sights are aligned.) Fire all ammo. Leave range. Return muffs. Get ammo. Go to car. Put kit in trunk. Drive to airport. Radio dispatch.

Airport

Lock door. Get kit. Go north.

Ticket Counter

Show ID. Buy ticket to Steelton. (Keith gets purchase order from Captain.) Buy ticket to Steelton. Go west. Up escalator to security. [Gate area] Show ID. Walk to man in white suit. Talk to Larry. Go west to plane.

On the Plane

Sit. Fasten belt. Water (to stewardess). Unfasten belt (when girl faints). Stand. Draw gun. Fire. Fire (when second gunman enters). Tfbsdi nbtlf nbo. Get xjsfdvuufst. Search uvscho on unmasked man. Get bomb instructions. Read instructions. Go to rear of plane.

The Plane's Restroom

Look dispenser. Open dispenser. Save game. Follow instructions to defuse bomb. Close dispenser. Return to seat. Sit. Fasten seat belt.

Steelton Police

Enter office. Go west into next office. Look table. Get radio. Go west.

Burt Park

Go north to pond, continue to willow tree. Use radio (when mugger approaches). Read rights. Question man. Go south, then east. Go to southwest corner of screen. Look ground. Move cover (of manhole). Climb on ladder. Save game.

The Sewer

Map A-1: Go south to walkway; don't leave screen. Cross walkway to east. Go north. Turn corner to east and enter next screen.

A-2: Go east. Don't stop when you enter gas pocket.

A-3: Turn corner and walk south.

B-3: Go south.

C-3: Go south, turn corner to west, keep walking.

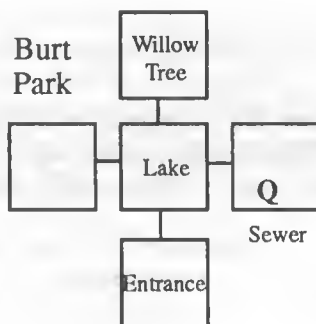
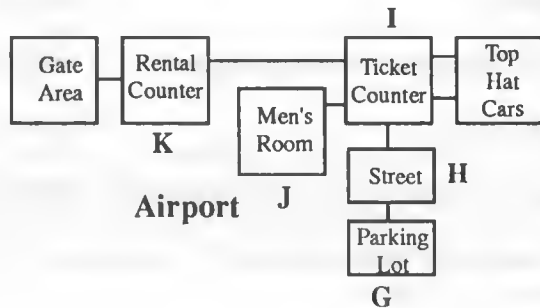
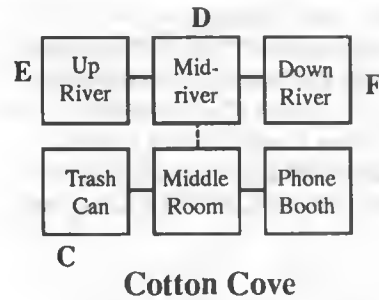
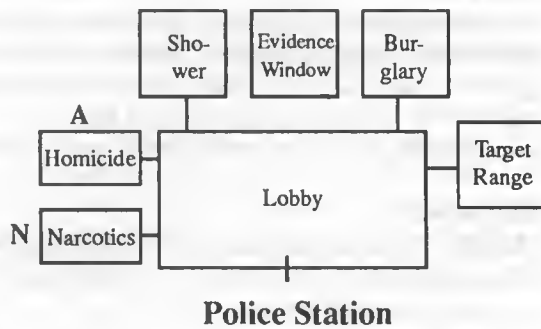
C-2: Open cabinet. Get mask. Go west (wear mask when you hit gas.)

C-1: Cross walkway to south. Go south.

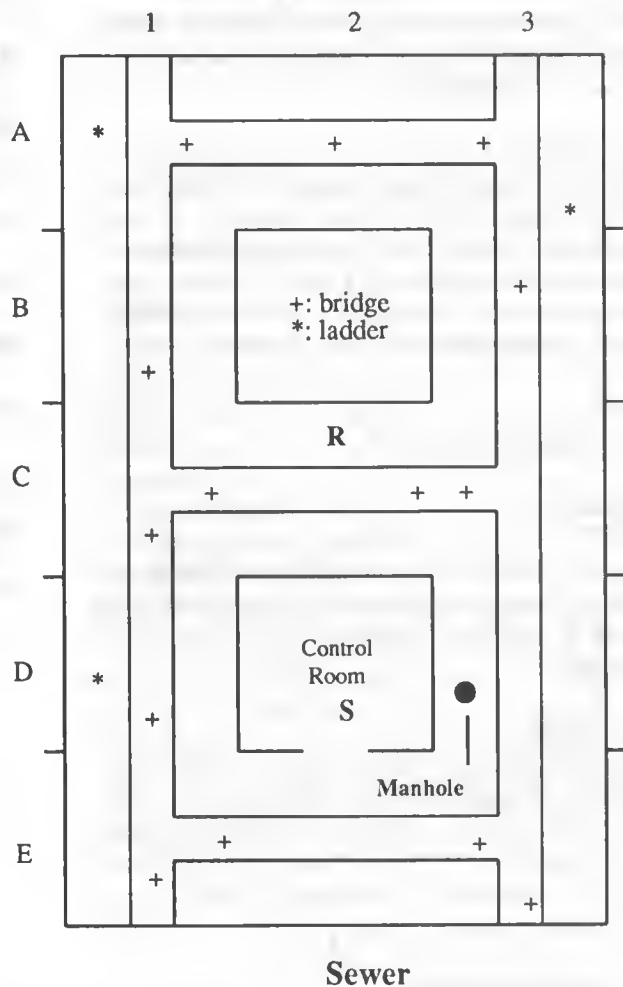
D-1: Go south.

E-1: Go south. Turn corner to east.

Map E-2: Enter door. Dbmn Marie. Untie Marie. Save game. Hide behind pipe (on east side of screen). Load gun. Draw gun. Shoot (at least three times).



Police Quest II: The Vengeance



Map Key: Police Quest II

Several small areas are not mopped here; the location of items in these areas is noted below.

- A:** Password for Computer, Computer, File Cabinet (Mug Shots, Files), Wallet (ID, Scuba Certificate), Letter
B: (Not on mops) Fingerprints, Bullets, Holster, Registration (in glove box of Corvette)

- C:** Blood, Clothes, Footprint
D: Badge
E: Knife
F: Body
G: Fingerprint, V.I.N. number
H: Rose
I: Passenger List
J: Gun

- K:** Rental Car List
L: (Not on mops) Body, Blood, Envelope, Corner of Envelope
M: (Not on mops) Blood, Envelope, Cord, Lipstick
N: Colby's File
O: (Not on mops) Wirecutters, Instructions (for defusing bomb), Dispenser

- P:** (Not on mops) Radio
Q: Manhole Cover
R: Gas Mask
S: Morie

Space Quest III: The Pirates of Pestulon

At the close of *Space Quest II*, our hero Roger Wilco, was floating through space after escaping from the fortress of Sludge Vohaul. At the start of *Space Quest III*, his ship is mistaken for a piece of space garbage and beamed aboard a robotic garbage transport ship. You must figure out how to help Roger escape from the garbage ship. You also have to rescue "Those Two Guys from Andromeda" (the game's authors, Mark Crowe and Scott Murphy), who have been kidnapped by Scumsoft and forced to write inferior computer games like *Astro Chicken*. Along the way you'll find many hilarious moments, as well as some pretty tense situations as you battle those creeps from Scumsoft. While there are plenty of logical puzzles to solve, this game contains several mini-arcade challenges, such as fighting robots, blasting space ships and, yes, playing *Astro Chicken*.

As with most of Sierra's 3-D adventures, *Space Quest III* uses spectacular graphics and animation to create a world that, though it's nothing like you or I will ever set eyes on in real life, is realistic nevertheless. This is because the designers know how to employ perspective, light, and shadow to duplicate on the computer screen the way we see things

everyday. Similarly, the sound in *Space Quest III* is nothing short of superb. Whether you use the Ad Lib card, Roland's MT-32 sound module, or IBM's own sound board, the sound track will draw you into the game as it plays without interruption from scene to scene. If there were academy awards for computer adventures, Sierra's *Space Quest III* would have surely taken home its share.

Type:
Animated Adventure

Difficulty:
Intermediate

Systems:
MS-DOS (Requires 512K, 640K on PCjr and Tandy, 8 mhz or faster and hard disk recommended, joystick/mouse optional, CGA/EGA/VGA/MCGA, Roland MT-32/Ad Lib); Apple (128K); Apple IIGS; Macintosh; Amiga (512K); Atari ST (512K)

Company:
Sierra, Inc.

The Solution

Rescue Pod

S. E. (Go to belt and stand where bucket ascends to ride it up.)

On Conveyor Belt

Stand. Kvnq. W.

Maintenance Room

Enter Grabber. E.

Rails

Press claw. (If you don't get the Warpmotivator, try riding east all the way around until you're on the far side of the rails and about to re-enter the Maintenance area.)

Huge Machine

When you're on the front rail, stop Grabber. Press claw. (The Warpmotivator will now be in the space ship.) Drive back to Maintenance Room.



Maintenance Room

(Stop Grabber beneath platform.) Get out. (Enter chute.)

Enclosed Hollow

Climb ladder.

Junkyard

Get ladder. N. E. E.

In Spacetanker

Get wire (single wire in left panel).

Robot-Head

Climb head (stand near left eye and orange steps).

Space Ship

Drop ladder on right side of ship and climb it.
Open hatch.

In Space Ship

Dpoofdu xjsf. Exit. Get ladder. Climb head.
(Return to Enclosed Hollow).

Enclosed Hollow

(Go to hole in west wall.) Get reactor. (Head for the Space Ship. When you get mugged *en route*, return to ladder, climb down, and get reactor from same place in Hollow, then go to Space Ship—taking ladder with you.)

In Space Ship

Put sfbdup in compartment. Enter seat. Look at screen. (Start engines. Turn on radar. Take off. When ship stops, use weapons to blast your way out; don't forget the front shields.)

In Space

Look screen. Use your navigation system and set course for Phleebut (the one with the one known settlement). Go to light speed. Land and exit ship.

On Phleebut

Follow map to shop. Offer hfn. (Accept offer of 425.) Buy voefsxfs. Leave. After encounter with Terminator, go west and enter Mog's leg.

Mog's Leg and Belly

Enter elevator. Press up. [Belly] Climb stairs. Position yourself in front of motor and to the left of the hook. When Terminator is approaching from the right, push hook. Descend stairs and take cfmu from Terminator. Go down with elevator.

West Side of Mog

Return to ship. Sit. Start and take off.

In Space Ship

Set course for Monolith Burgers.

Space Ship (Monolith Burgers)

Go to counter on left side of restaurant (the second screen). Order item seven. Pay. Sit at table and eat. When you find prize, get up. Look at game. Play Astro Chicken until the message appears. Use sjoh. (Read message.) Return to ship.

In Space Ship

Start engines. Set course for Ortega. Take off. Land. Wear voefsxfs. Exit ship.

Space Ship (Ortega)

S. W. S. Wait until Scumsoft lackeys leave. Get detonator (from crate). Follow map to machine.

Top of Generator

Walk to edge of machine. Drop detonator. Return to place where the two men were, go to anemometer. Get qpmf. N. Use qpmf. Return to ship.

In Space Ship

Set course for Pestulon. Land.

Space Ship (Pestulon)

Leave (any direction).

Hiding

Wear belt. Use cfmu. Enter Scumsoft. Enter building. Press button.

Inside Scumsoft

Go north, take first door on left.

Janitor's Closet

Search closet. Get coveralls. Leave.

Inside Scumsoft

Walk south. Enter first door on the right.

Accounting Department 1

On your way through this room, use wbpqsjafs on every wastebasket. Follow map to Accounting Department 2.

Accounting Department 2 and 1

Leave room through right corner. Go to platform. Look at ship. Go to desk of Boss. Get keycard from his desk. Return to Accounting Department 1. Follow map to picture. Get picture. Go to copy machine. Copy picture. Put picture back on wall. Leave.

Inside Scumsoft

Walk north, stop at first door on right. Insert lfzdbse. Show dpqz. Enter.

The Two Guys

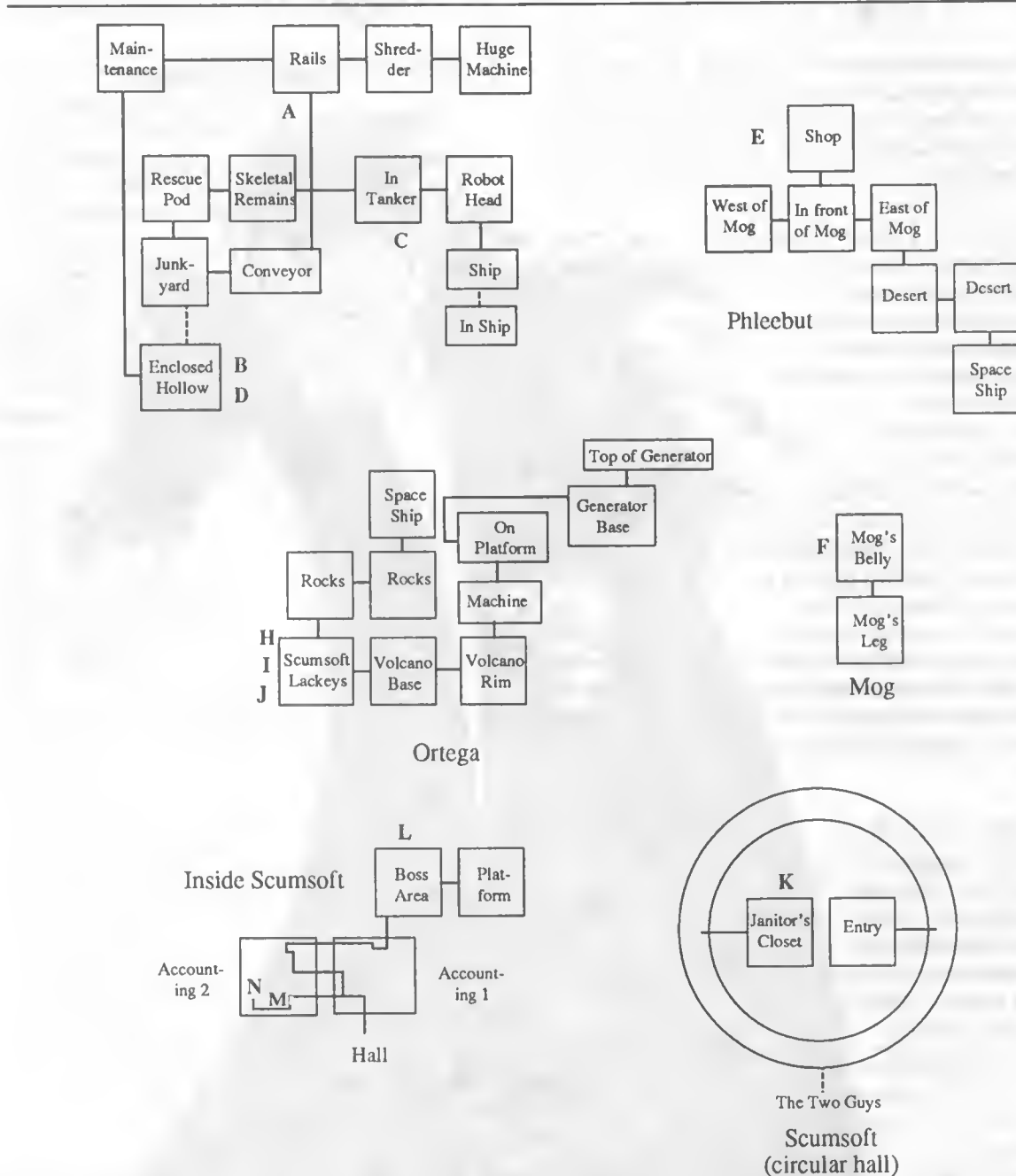
Press button. Use vaporizer. Save game.

Arena

Fight. (Maneuver the enemy against a wall, so he's facing it, then hit him from the side.)

In Space Ship

Look at screen (after being attacked). Go to attack speed and use weapons. You must destroy five ships.



Map Key: Space Quest III

A: WarpMotivator
B: Ladder
C: Wire

D: Reactor
E: Underwear
F: Belt
G: Message

H: Detonator
I: Anemometer
J: Pole
K: Coveralls

L: Keycard
M: Picture
N: Copy machine

TRANSYLVANIA III: *Vanquish the Night*

One of the early classics, *Transylvania*, returns from the dead in yet another sequel. This time, instead of starting the quest in Transylvania, you begin atop a mountain in Slavaria, the country due north of that foreboding land.

Drakul, the evil vampire, is trashing the land, razing towns in his search for the Crimson Crown. Before slaying him, you must solve a series of puzzles starring a Frankenstein-like monster, a mummy, and other familiar "Fright Night" figures. Then you aid Prince Erik (from *Transylvania II*) in finding the Crown. Sabrina turns up again, too, but this time as a vampiress. When you grow weary and fall asleep, she sneaks up and bites you on the neck. Three bites like this, and you become a vampire too, so there's a time limit to the game.

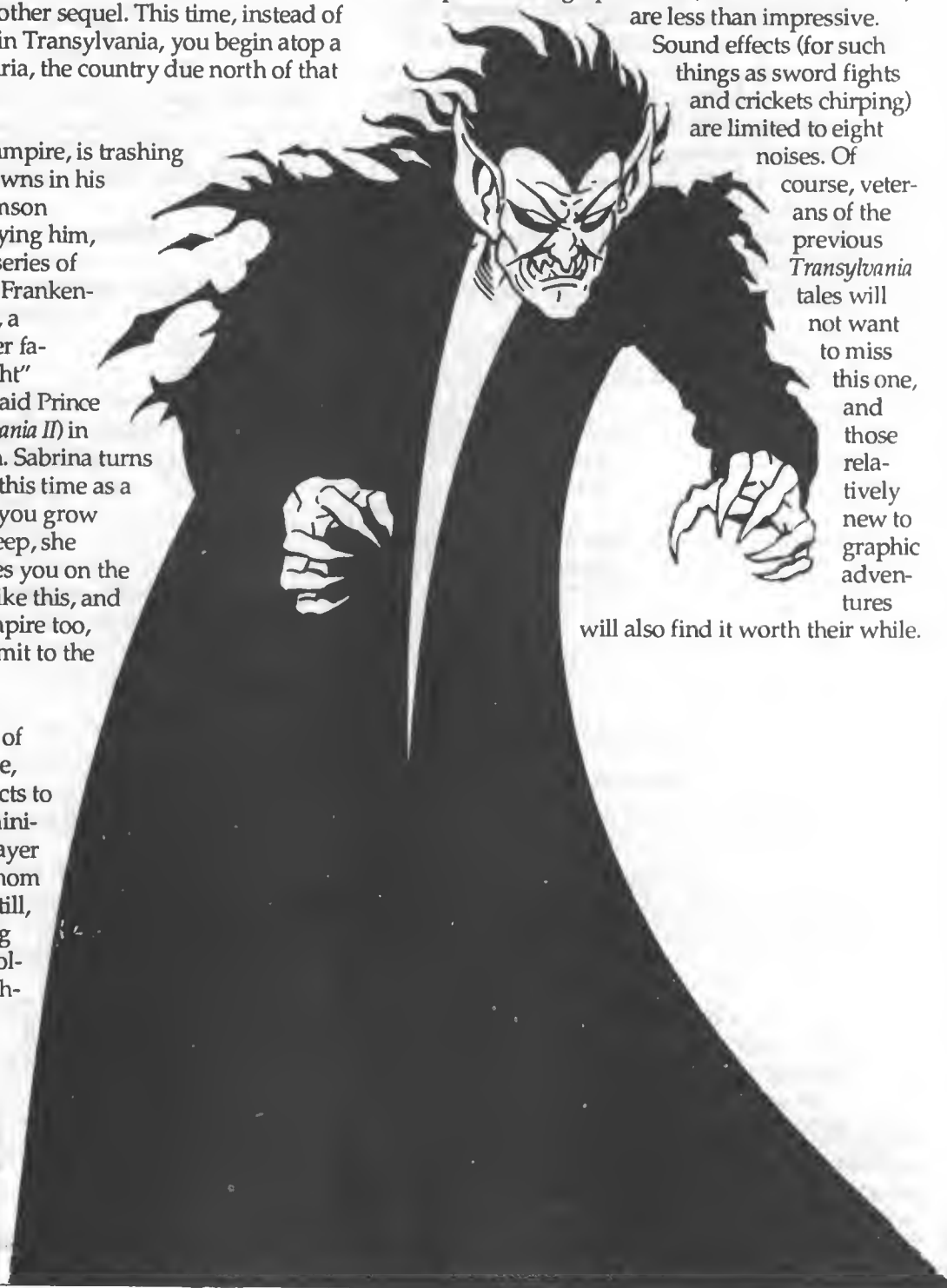
There are not a lot of locations to explore, relatively few objects to round up, and a minimal cast of non-player characters with whom you can interact. Still, the puzzles, mixing riddles with mythology and hieroglyphics, are fun, and mapping is easy. Numerous clues are concealed in the game manual. The satisfying logical puzzles, good clues, and sense of humor

compensate for graphics that, even in VGA mode, are less than impressive.

Sound effects (for such things as sword fights and crickets chirping) are limited to eight noises. Of

course, veterans of the previous *Transylvania* tales will not want to miss this one, and those relatively new to graphic adventures

will also find it worth their while.



Type:
Graphic Adventure

Difficulty:
Novice

Systems:
MS-DOS (512K required, EGA/VGA/MCGA,
Covox sound boards); Apple IIGS; Amiga

Company:
PolarWare/Merit

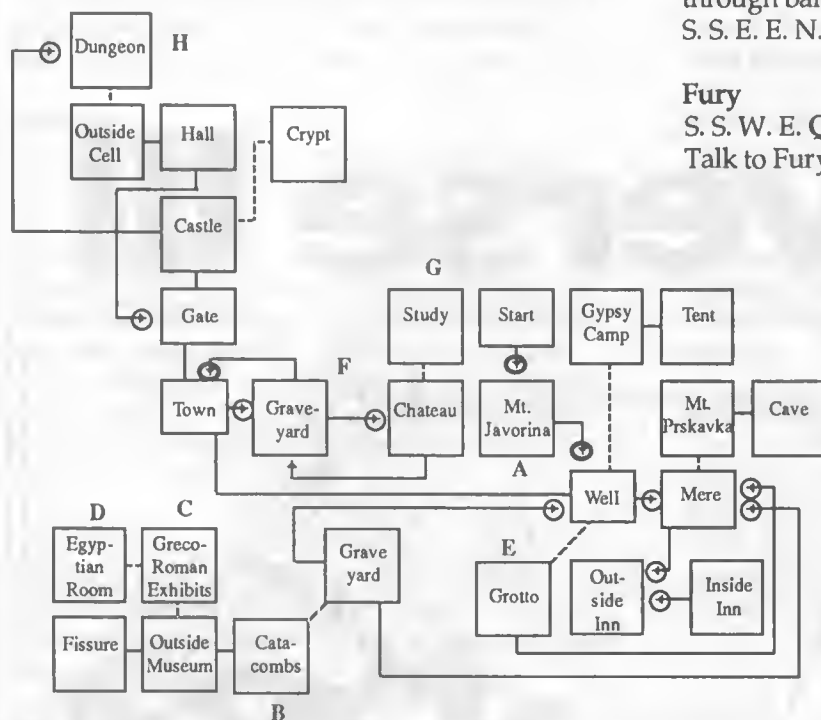
The Solution

If you fall asleep, you'll be bitten by Sabrina and wind up in the dungeon. In this solution, you must sleep at least once. Most places are safe to sleep in, especially the Inn.

When saying words aloud in the game, always type in the quotation marks before and after the sentence.

Plains of Darkness
Talk to death.

Javorina Mountain
Get hobble.



Slavaria and the Rebels

Go south (from the well). Enter Inn. Say "Tnsu lsbmj" (this is coded). Touch blade. Say "yes." W. N. W. E. Look ghost. Follow ghost.

The Catacombs

Get skeleton. W. Look Greek statue. Talk to Greek statue. Enter fissure. Say "lfsblmft." N. Take teeth. Take vase. Take flute. Take Romulus. Take Remus. Look scroll. Read scroll. Get scroll. (Moths appear.) Get moths. W. Sfmfbtf npuit. Translate hieroglyphics. See manual; without VGA graphics, the symbols may be hard to see, so they are "I am darkness. But without light, I cannot exist." Say "tibepx." Take gold headdress. Return to Catacombs. Up. West to well. Return to Inn and enter.

Finding the Crown

West (from inside Inn). Climb tree. N. Put Remus (or Romulus) in well. Say "Remus" or "Romulus." (You're teleported to the Grotto.) Get all (crystal ball, Crimson Crown, and statue). Swim.

The Monster, the Study, and the Gypsy Queen

S. N. W. E. Bury skeleton. Get rose. E. N. Give rose to monster. [Study] Get stake. Drink yellow potion. S. S. W. N. E. Talk Queen. Give crystal ball. (If this doesn't work, drop ball, then give ball.) Return to Inn.

In the Dungeon and Out

Leave Inn. Drop Crown. N. W. N. N. [Dungeon] Pet dog. Get dog with hobble. Throw Remus through bars. Say "Remus." E. E. Open drapes. W. S. S. E. E. N. Give purple potion to dog.

Fury

S. S. W. E. Qmbz gmvuf. Ride elk. E. Say "Gvsz." Talk to Fury. W. Ride elk. S. Get Dspxo. Enter Inn.

The Vampire

Give Dspxo to Dobrodej. [Battlefield] Qmbou uffui. Dbmm gvsz. E. Open coffin. Kill vampire.

Map Key: Transylvania III

- A: Hobble
- B: Skeleton
- C: Flute, Teeth, Vase, Romulus, Remus, Scroll, Moths
- D: Gold Headdress
- E: Crystal Ball, Crimson Crown
- F: Rose
- G: Yellow Potion, Purple Potion, Wooden Stake
- H: Dog

Unlike the first two games in the series, which fell into the roleplaying and resource-management category, *Universe III* poses true logic-based puzzles for you to solve. Your characters move about in much the same way as their counterparts in *Breach*, Omnitrend's tactical combat RPG, and you observe their actions from an aerial view. However, the plot is still related to the Universe theme.

You set out to escort a diplomat on a trip to the hyperspace booster (a key element of *Universe II*) to investigate the disappearance of shipments from Earth to this remote corner of the star map. (Practically no space flight is involved, a rare idiosyncrasy for such a game.) The story takes a quick twist when you and your crew are captured, forcing you to rack up some criminal charges during your escape. You'll spend the rest of your time looking for evidence about the missing shipments, which will clear you of the charges as well as wrap up the mystery.

Object manipulation and other activities are handled with a system that lets you assemble a command by choosing a verb, an object from your inventory, and the thing you wish to use the item on, from three pull-down menus. Another fascinating innovation is the game's zoom view, which shows detailed, first-person illustrations of objects and people — interactive graphics that you can click on to execute commands. Sound effects lend atmosphere to the drama, and the humor contributes to a well-rounded, entertaining adventure that provides a satisfying conclusion to an imaginative trilogy.

Type:
Animated Adventure

Systems:
MS-DOS (512K required, mouse optional, CGA / EGA, Ad Lib/CMS sound boards); Amiga (512K); Atari ST (512K and double-sided drive required)

Difficulty:
Intermediate

Company:
Omnitrend

The Solution

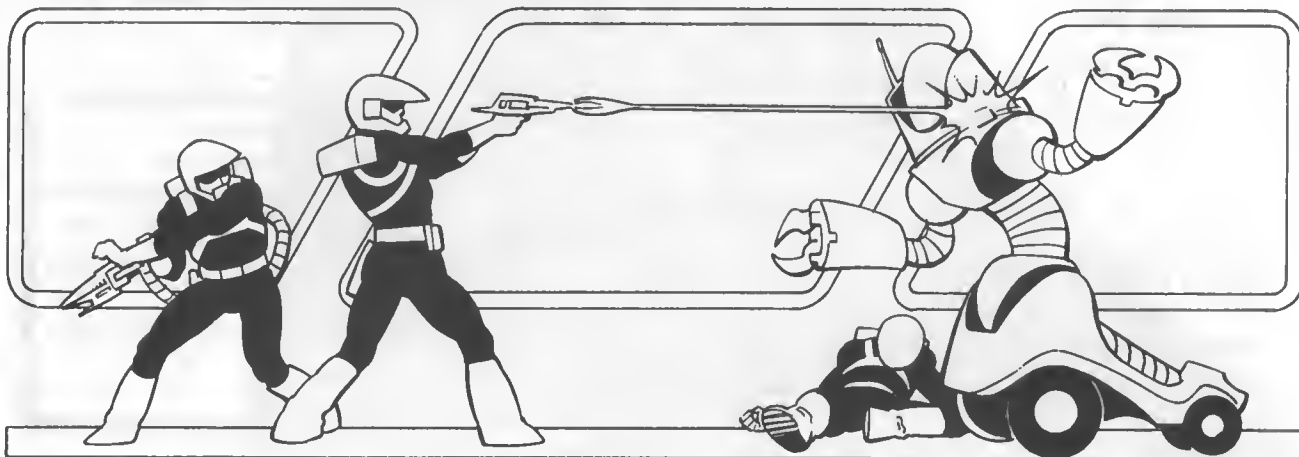
General Tips

Take all objects you can. Some items aren't needed until much later in the game, and if you find that you don't have a particular item, you'll have to return to a prior saved position or restart the game. Before starting each section of this solution, check your inventory to make sure you have everything needed in that section.

Follow the map for all directions.

A command followed by "(zoom)" means you click on the object to open its picture. References to interactive screens indicate you must click on part of the item in the picture in order to operate or use it.

Universe III



Section One

Captain's Quarters

Open safe (zoom). Remove mission orders, personal note, Security Card (use interactive screen). Read orders and note. Don't bother trying to read other documents. Record the names of people you can trust. Exit. Explore the ship and learn everything you can by talking with the crew. (Ask them to report, using the interactive screen, and record anything unusual.)

Galley

Go to Nutrimatic (zoom). Depress bar. Take Nutri-bar (interactive screen) and save for later.

Science Lab

Take Recorder and UV goggles. Record what the technician says about the data recorder. Give recorder to technician and wait until it's repaired.

Engineering Room

You must wear VW hphhmft before entering this room. There will be an attempt on your life. Examine control panel (zoom). Press emergency button to dispose of assassin. Exit.

Security Area

Put Security Card into card slot to open door (interactive screen). Enter and take Briefcase. Exit.

Bridge

Ask each officer to report (interactive screen). Examine both screens (zoom). Order Second Officer and Engineer to follow. Go to Shuttle, enter, order Engineer to report. Exit. Go to Drive Access Area.

Sickbay

Take Medi-kit and Chronokleptic tablet. (Note doctor's warning about the tablet.)

Hibernation Room

Examine control panel (zoom). Operate chamber control panel (interactive screen). Do chamber #2 last. Note what doctor and Floyd say as well as Gotol's actions. Go into chamber #2. Look at body (zoom). Examine body and envelope (interactive screen). Note what you find. Order Floyd, Sella, and Gotol to follow.

The Shuttle

(Engineer must have repaired Shuttle by now.) Take Transceiver. Close shuttle door. To launch: Examine controls (zoom), press bar in front of chair (interactive screen). Wait.

Section Two

Reception Center Shuttle Pad

Upon landing, go to gun rack (zoom). Unlock rack (press button). Open rack (press bar). Take Blaster. (You'll have to interact twice to unlock and open; Blaster needs repair, which is done later in the game.) Turn on Recorder (interactive screen, press red switch). Exit. Save game.

Getting the Pistol Past Stun Field Passage

Enter the small courtyard east of shuttle. Stand on the small burrow hole. Johftu ovusj-cbs. Qvu Blaster in gppe xsbqqfs and drop it. Step back. Enter and explore center, then examine everything: Quark-a-Cola (zoom; get one) newsfax, playback, pile of ashes (take Earloop).

Retrieving the Pistol

Follow map to inner courtyard and stand by small burrow hole. Start punching keys on the Usbotdfjwfs (interactive screen) until you make a high frequency noise (the display will report a howl). Take Blaster.

The Jammed Door

Open Quark-a-Cola (interactive screen; click on tab). Put it next to door. Step back. Wait.

Radiation Room

Enter after unjamming the door. Examine control panel. Break bent card. Examine control panel (zoom), press third button (zoom), press middle button. Enter small passage. Give pistol to Sella. Wait until she returns it to you. Save game. Examine control panel. Turn off stun field (push Inner Entry button). Go to Boat Dock, carrying repaired Blaster. Save game before dock.

Boat Dock Encounter

There are two ways to get to the boat. You can shoot your way there, or run (don't use the tablet!). It may take several attempts. Save game after you make it.

Boat Destination

Examine Autopilot in upper left part of boat (zoom). If your destination is the "Bureau," change it to "New Anchorage" (interactive screen; alter). Take off (interactive screen; go) for New Anchorage. If your health is below 50%, give Medi-kit to Second Officer. Wait.

Section Three

The City

Explore city. Search the Orchard (Multi-tool), Apartments (lighter), Bank Port (bank teller), General Store (sponge), Restaurant (notebook), and Ticket Teller. (These actions are described in detail in the next four sections.) *Only* after doing them all, enter the Paladin Bar.

Orchard

Examine machine. Get Multi-tool.

General Store

Examine machine (zoom). Drop Multi-tool on it. Examine machine (zoom). Get sponge.

Apartments

Go to south end and get lighter.

Bank Port

Place `Csjfgdbtf` on the bank teller (interactive screen). Take bank card. Exit. After Second Officer is killed, take object. Examine object. Read object (scrap paper). Go to restaurant.

Restaurant

Examine trash can (zoom). Repeat until you find notebook. If it's not there, return later, but before the Paladin Bar scene. Take electronic notebook. Examine notebook (zoom), activate. Note locker number. Drop notebook.

Ticket Teller

Put bank card on Ticket Vendor. Buy two tickets for Spaceport (interactive screen; repeat for second ticket). Floyd will take one ticket. Get ticket.

Paladin Bar

You'll need the sponge, tool, lighter, and ticket. Wear `fbsmppq`. Enter. Attack each bar patron. Don't cross the room until you've killed everyone on the screen. Cross the room and repeat. When there is only one patron left, go back to the other side of the room. The news will come on. The remaining patron will shoot at you. You must survive until the Wandering Robot makes a hole in the wall. Ingest tablet and attack the remaining patron (tablet lasts two turns). Kill everyone in the bar.

Exiting Paladin Bar

As soon as the exit appears, run to the train station. (If you face two patrons in final scene, get close to lower section of wall and make a run for it without killing them.) Drop all items except lighter, bank card, sponge, Multi-tool, and ticket. Insert ticket

into vendor and enter train. (If someone says "Hope you didn't drop anything," then you did because you were carrying too many items.) Save game after train stops.

Section Four

Spaceport

Exit train. Go to vending machine. Buy bottle. Put bottle into sponge. Put sponge into fire extinguisher. Examine lighter (zoom). Press lighter switch (interactive screen). Stand back and watch. When fire starts, run to lockers along western wall. Save game.

The Lockers

Stop at locker mentioned in electronic notebook (number five). Break locker with Multi-tool. Take camouflaged suit. Wear suit. Go to door in east wall (see map). Exit. Go to Repair Access. Enter. Wait.

Section Five

The Booster

Exit Control Room. Go to Booster to Control Room. Explore around, but don't touch anything. Go east to Booster Orifice. Save game.

Booster Orifice

Note what the technician says and the sequence code. Go to alcove. Examine first pod (interactive screen; push button). Take rock.

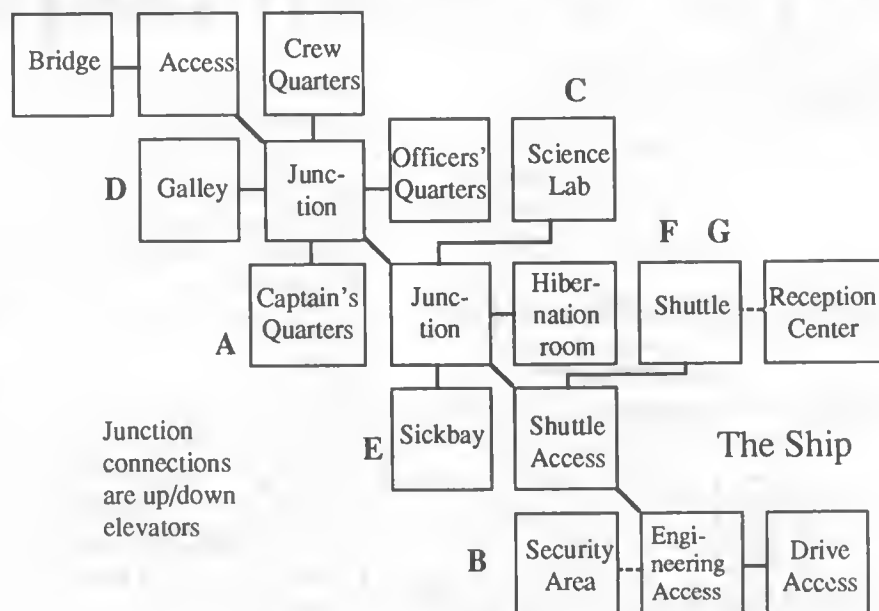
The Conference Room

Pay close attention to dialogue. Show `spdl` to Nichols when he asks for evidence. Save.

The Final Confrontation

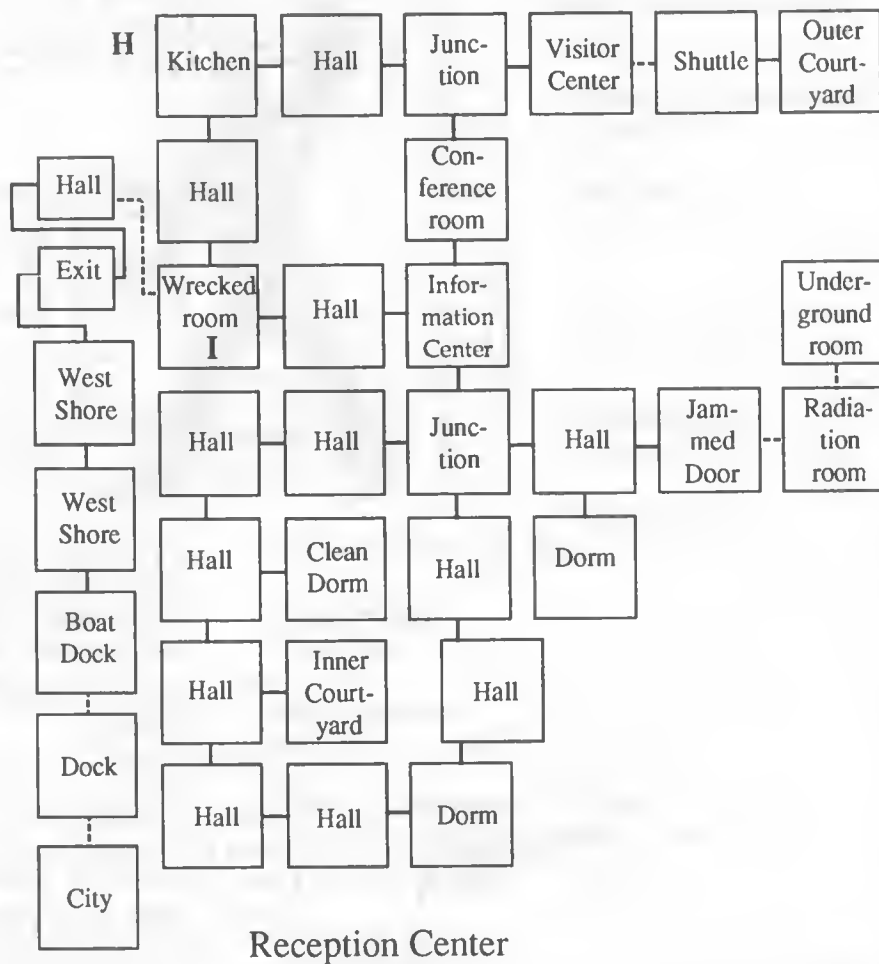
Follow Gotol (to launch pad, east) after he grabs Sella. Activate control screen (interactive screen) immediately. Use the sequence code from above: (1) third button from left, bottom row; (2) third button from right, bottom row; (3) first button from left, bottom row. Push colored bar beneath symbol (interactive screen) for each. Wait. (Time is vital; if Gotol gets loose, you took too long.)

Universe III

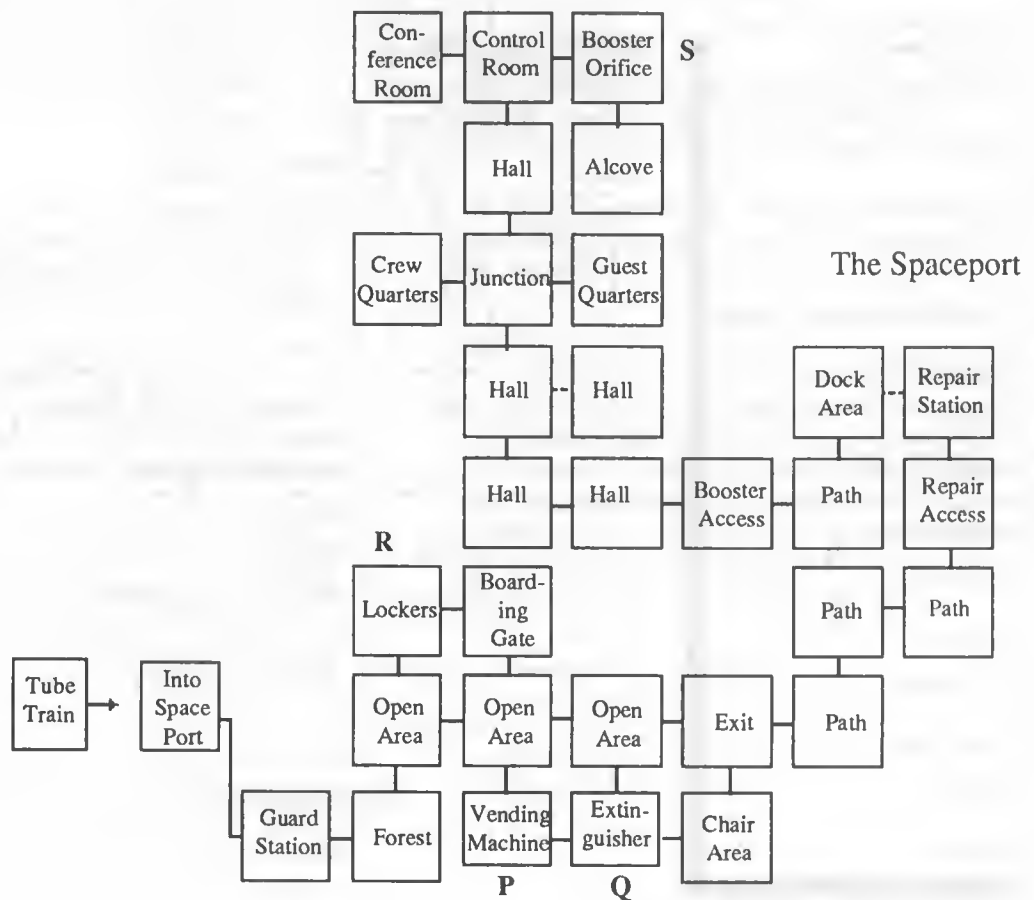
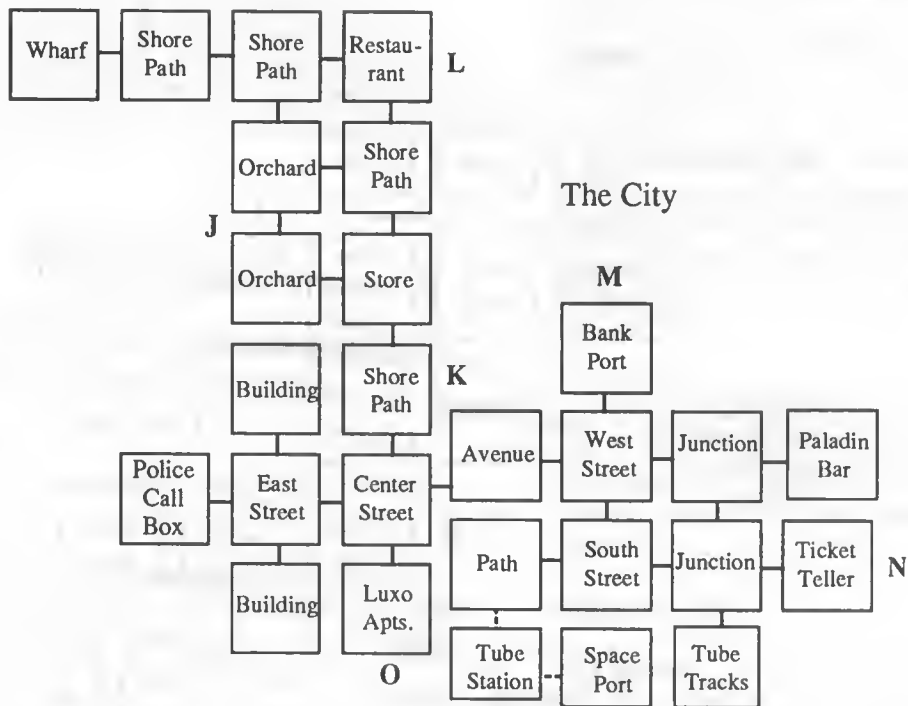


Map Key: Universe III

- A: Orders, Security Card, Note
- B: Briefcase of Tridium
- C: Data Recorder, UV Goggles
- D: Nutri-bar
- E: Medi-kit, Chronokleptic Tablet
- F: Transceiver
- G: Blaster
- H: Quark-a-Cola
- I: Earloop
- J: Multi-tool
- K: Sponge
- L: Notebook
- M: Bank Card
- N: Tickets
- O: Lighter



Universe III



Usurper: Mines of Qyntarr

The Solution

One of the final "all-text" adventures ever released, *Mines of Qyntarr* challenges you to track down and deal with King Aken in his invisible castle. But before you can even begin to do so, you must wrap your greedy little adventuring hands around the elusive "Orb of Qyntarr." It is basically a "find the treasure and turn it in for points" text adventure in the mold of the original *Adventure* and *Zork I*.

However, instead of killing all of your enemies or resorting to magic to vanquish the monsters that make your life miserable, you'll be able to solve most problems by using special items or supplying the required password. Getting your hands on these special items and passwords takes a lot of patience, and careful attention must be paid to clues found in the form of notes scattered throughout the immense landscape. This is a tough game, and it is easy to get bogged down by some deceptively difficult puzzles.

Mines of Qyntarr employs a good parser and offers satisfying puzzles, but author Scott Thoman's prose could have been a little more descriptive in several spots. Though this game didn't set any new standards or introduce any new features when it was released in 1989, it was one of the last of a dying breed—the all-text adventure. Fans of this genre, especially veterans of Infocom's classic text adventures, will certainly enjoy this extended treasure hunt.



Forest
S. E.

Cabin
Get saber. Get lamp. Fill lamp with oil. W. W.

Cave Mouth
Look needles. Get lighter. Light lamp with lighter. W.

Narrow Crawlway
Get parchment. Read it. SW.

Moldy Room
Get skeleton key. Look skull. Look portrait. NE. E. S. S. SE.

Sloping Crawlway
Get pen. SE.

Idol Room
Get idol. NW. NW. SW. SW.

Sponge Room
Get note. Read it. E. E.

Windy Room
Give qfo to Pirate. S. S. E. E.

Muddy Room

Get gas mask. W. W. W.

Smokey Hall
Wear mask. W.

Supply Room
Get geiger counter. E. E. E. E. SW.

Marble Corridor
Unlock door with skeleton key. Read inscription. Open door. SW. S. S.

Piano Room
Get candelabra. Drop key in well. Drop candelabra in well. Drop note in well. Drop lighter in well.

Type:
All-text adventure

Difficulty:
Intermediate

Systems:
MS-DOS (256K required, CGA/EGA); Apple (128K)

Company:
Sir-Tech Software

Remove gas mask. Drop gas mask in well. Drop parchment. W. W. NW. NW. NE. NE.

Garbage Room

SW. (The Blooble will follow.) SW. SE. SE. E. E. N. N.

Library

(The Blooble will eat the glass case.) Read book. Get book. Get small pill. S. S. S. S. NW.

Cool Corridor

Get cowbell. Ring bell. NW. N.

Cold Passage

Get medallion. Wear medallion. S. SE. SE. N. N.

Piano Room

Drop bell in well. S. S. E. E. NE. NE.

Dragon's Lair

Give pill to dragon. E. E.

Real Estate Office

Get strange coin. W. W. SW. SW. SE. SE. W.

Closet

Get lead suit. E. D. D.

Dusty Passage

Wear lead suit. E.

Uranium Mine

Get colored packet. W.

Dusty Passage

Remove lead suit. Drop lead suit. W. W. W. NW. NW. W.

West End of Rainbow Room

Get pot of gold. E. SE. SE. SW. SW.

North Side of Great Chasm

S. S. S.

Roundhouse

Drop saber. Drop colored packet. U.

Janitor's Office

Get teacup, teapot, dirty rag. D. E.

Igloo Room

Get parka. W.

Roundhouse

Drop parka. SW. SW.

Oracle

Get jade cross. NE. NE. S.

Applause Hall

Drop geiger counter in well. Drop idol in well. Drop teacup in well. Drop teapot in well. Drop pot of gold in well. Drop cross in well. Drop rag in well. S.

Arena

Choose I. Get penny. D. NE.

Strange Passage

Read scratches. Read drawing. NW.

Bird Room

Get yellow feather. SW. D.

Turnstile Room

Put coin in turnstile. SE.

South Landing

Read wall. Read graffiti. NE. NE. NE.

Phone Booth

Dial uisff gpvs uxp gpvs tjy uisff (type in as numbers, not words). SW. W.

Music Shop

Get violin. Read motto. E. NW.

Cobbler Shop

Get snowshoes. SE. SE.

Jewelry Store

Get pearl necklace. Get yellow opal. NW. S.

Tavern

Get pretzel. Get mug. S. D. E. E.

Dome Room

Read wall. Read writing. Drop all but lamp and feather. E.

Anthill Room

Get ruby. E. E.

Ogre Room

Ujdlnf ogre with gfbuifs. SE. SE. SW.

Seamstress Room

Get uniform. S.

Glass-bottomed Hall

Get diamond. S.

Spherical Room

Look hole. N. N. NE. NW. NW. W. W. W.

Dome Room

Get snowshoes, violin, opal, frankfurter, necklace.
Eat frankfurter.

Roundhouse

S.

Applause Hall

Drop opal in well. Drop feather in well. Drop ruby in well. Drop diamond in well. N. SE.

Pigsty

Cast necklace. Get necklace. E.

Antique Room

Get cuckoo clock. S.

Art Studio

Get clay sculpture, grape, painting. N. SW.

Prison

Read scratches. NE. W. NW. S.

Applause Hall

Drop painting in well. Drop sculpture in well.
Drop necklace in well. Drop clock in well. N.

Roundhouse

Get all. NW.

Iron Gate Room

Cut knot with saber. N.

Sandy-floored Room

Get bow. S. SE.

Roundhouse

Drop saber and grape. W. W.

Steel Monster Room

SW. (Monster will follow.) S.

Rainy Room

N. NE. NW. N.

Blizzard Pass

Wear snowshoes. NE.

Glacier Crest

Wear parka. N. N.

Snowbeast Room

Play violin with bow. NW. D. N. N. U.

Court Room

Get gavel. D. S. W. W. N. N. N. SE.

Hardware Store

Get crowbar. NW. E. SE.

Sporting Goods Store

Get mallet. NW. S. NW.

Bakery

Get cake. SE. NE.

Florist

Get vase. SW. SE. N.

Gazebo

Drop mallet in well. Drop cake in well. Drop vase in well. Drop gavel in well. Drop bow in well.
Drop violin in well. Remove snowshoes. Remove parka. Drop snowshoes. Drop parka. S. NE. NW.

Butcher Shop

Get steak. SE. E. SW.

Fruit Stand

Get peach. NE. W. S. SW.

Post Office

Get letter. Read letter. NE. W. SE.

Schoolhouse

Get apple. NW. NE. N.

Gazebo

Drop letter in well. Drop apple in well. Drop peach. S. SE. E.

Oak & Cherry

Open cover with crowbar. D. E. E.

Zoo Entrance

Wear uniform. E. N. NE. E.

Tiger Cage

Feed steak to tiger. Get collar. U.

Aquarium

Feed colored packet to whale. SW.

Small Cave

Get orb. NE. D. W. SW. S. W. W. W. U. W. NW. N.

Gazebo

Drop collar in well. Drop crowbar in well. Remove uniform. Drop uniform in well. Get all. Wear parka. Wear snowshoes. S. SW. S. E. S. U. SE. S. S. SW. S. SE. E. E.

Roundhouse

Remove parka. Remove snowshoes. Drop parka. Drop snowshoes. Get grape. Eat grape.

Mall Center

E. Dial gjwf afsp uisff tfwfo ojof (type in as numbers, not words). E.

Vault

Get bag of money. W. W. S. S. D. E. E.

Dome Room

Get all. S.

Chess Room

S. Approach Queen. Get king. S. S.

Swimming Pool

Get doubloon. S. SE. NE.

Cloudy Hall

Get pear. SW. NW. N. N. N. N. W. W. U. N. N.

Mall Center

Throw penny in fountain. Get pyramid. Eat pretzel.

Piano Room

Drop mug in well. Drop bag of money in well. Drop king in well. Remove medallion. Drop medallion in well. N. N. NE. NE. W. W. N. N. W. W. NE. NE. N. N. E.

Stone Path

Put pyramid on pedestal.

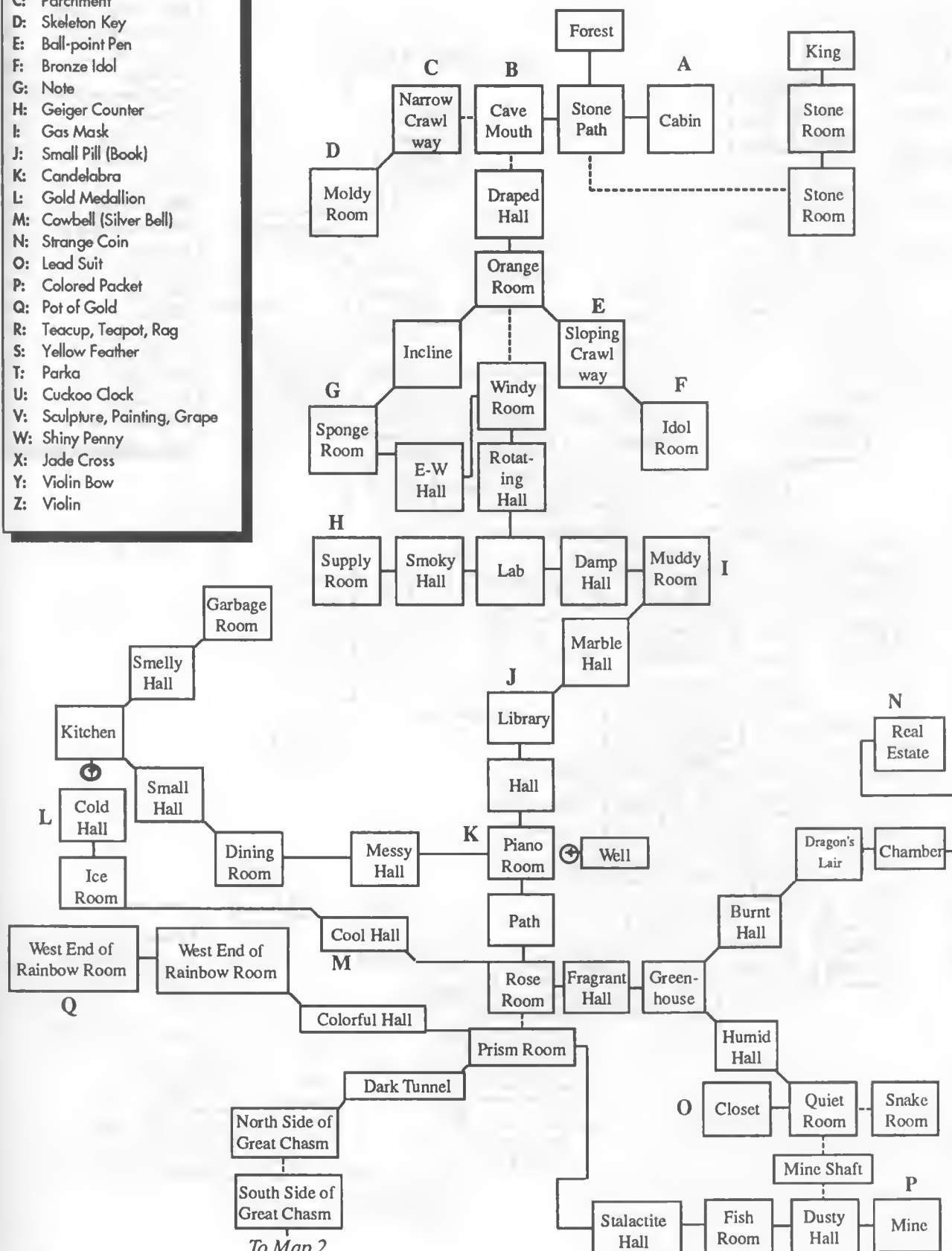
Long Stone Room

N. N. Say Amnoth said hello.

Map Key: Mines of Qyntarr

- A: Saber, Lantern
- B: Lighter
- C: Parchment
- D: Skeleton Key
- E: Ball-point Pen
- F: Bronze Idol
- G: Note
- H: Geiger Counter
- I: Gas Mask
- J: Small Pill (Book)
- K: Candelabra
- L: Gold Medallion
- M: Cowbell (Silver Bell)
- N: Strange Coin
- O: Lead Suit
- P: Colored Packet
- Q: Pot of Gold
- R: Teacup, Teapot, Rag
- S: Yellow Feather
- T: Parka
- U: Cuckoo Clock
- V: Sculpture, Painting, Grape
- W: Shiny Penny
- X: Jade Cross
- Y: Violin Bow
- Z: Violin

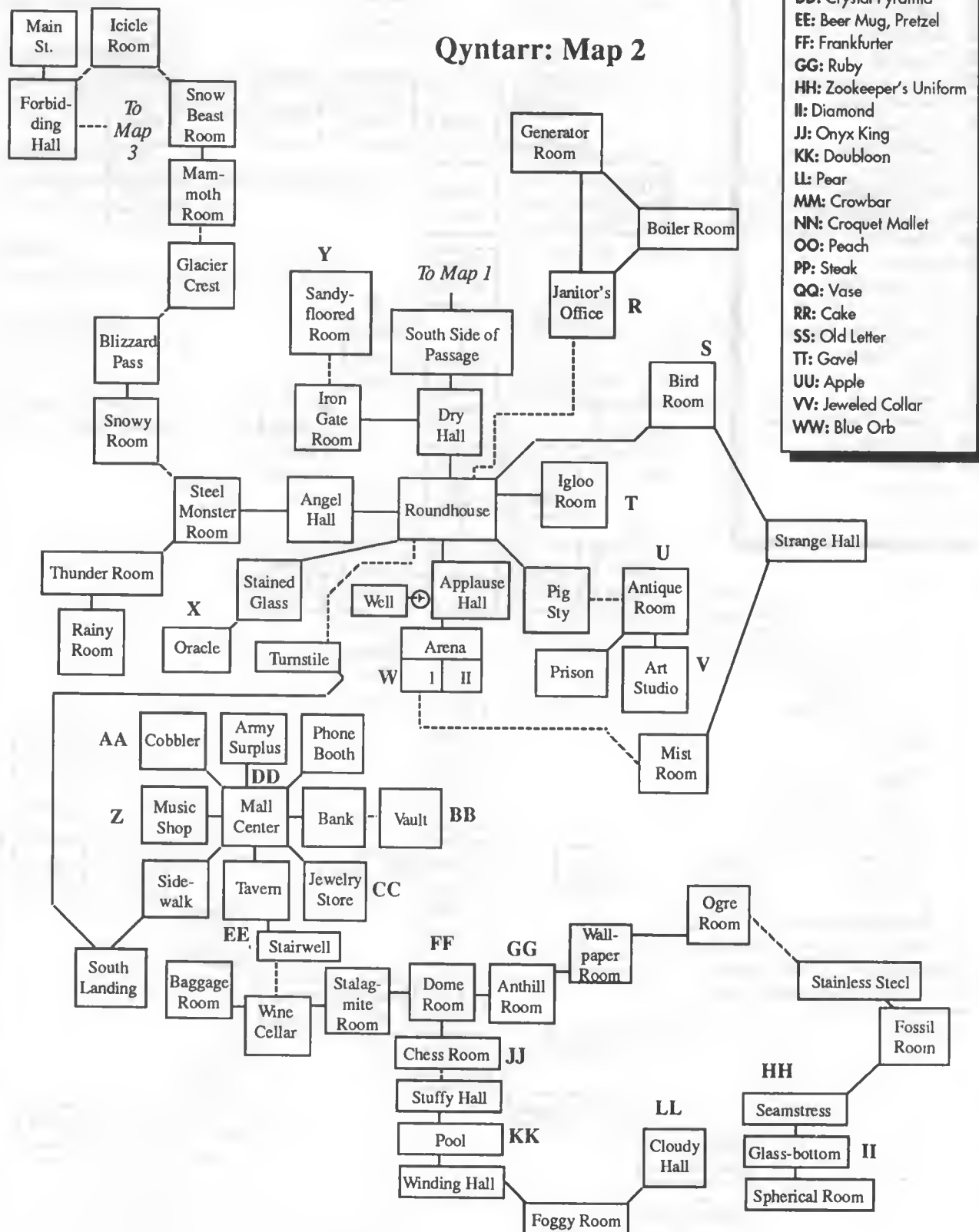
Usurper: Mines of Qyntarr



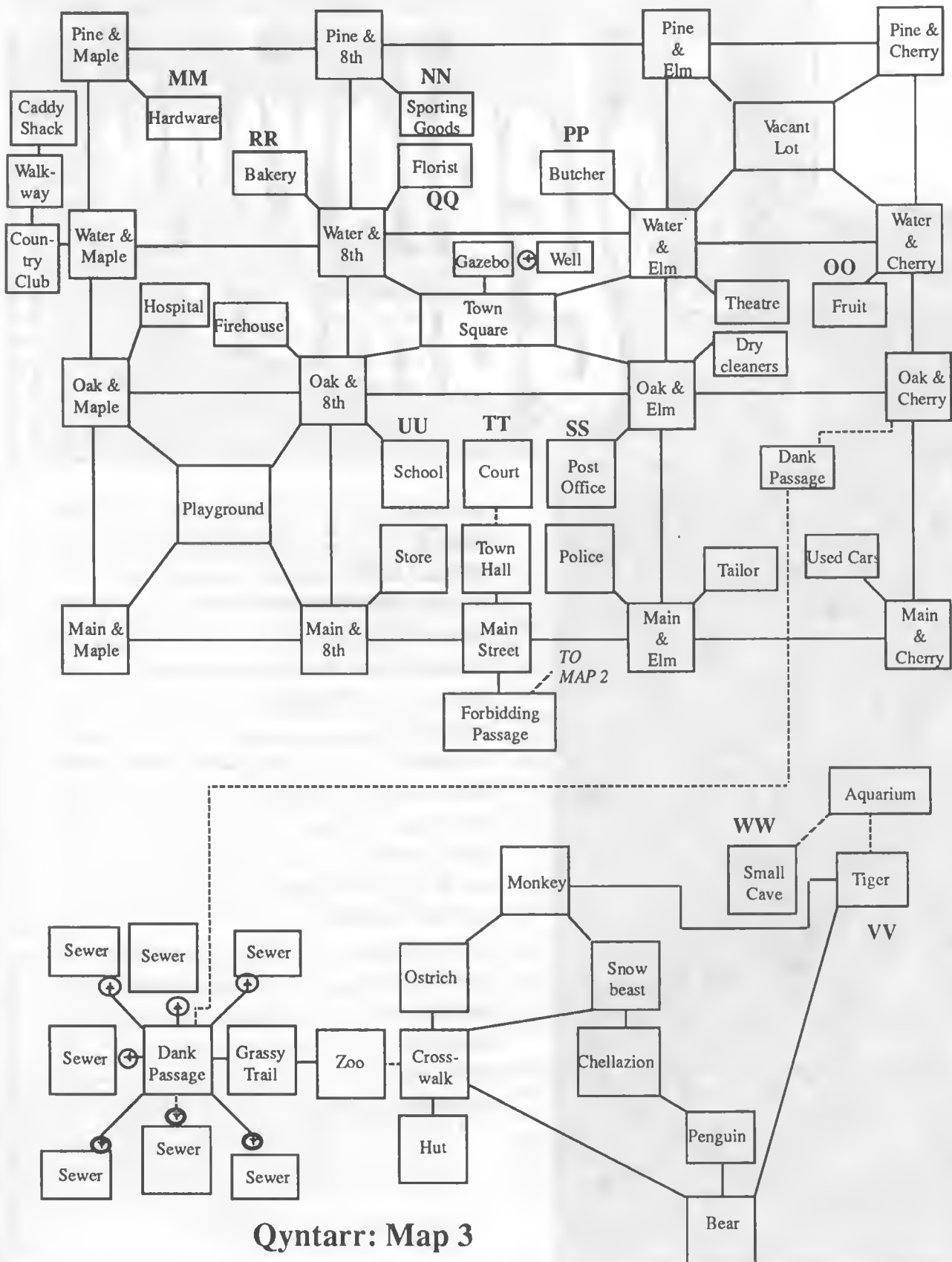
To Map 2

Usurper: Mines of Qyntarr

Qyntarr: Map 2



Usurper: Mines of Qyntarr



Roleplaying Games

Bad Blood	89
Battletech	92
Centauri Alliance	95
Chamber of the Sci-Mutant Priestess	106
Champions of Krynn	109
Conquests of Camelot	115
Curse of the Azure Bonds	119
Dragon Wars	123
Drakkhen	135
Hero's Quest	142
Journey	145
Keef the Thief	148
Knights of Legend	154
The Magic Candle	160
Neuromancer	166
Space Rogue	174
Starflight	178
Starflight 2	181
Windwalker	184
Wizardry V	187

BAD BLOOD

Conveyed through splendid graphics and music, this story is set in the aftermath of a nuclear war. The pure-blooded humans are on the verge of declaring war on the mutants, and you've been charged with the mission of stopping them. Traveling across the plains, deserts, and mountains of this land, you'll discover a variety of villages and a plethora of radioactive rats and monstrously mutated fiends. The top-down view is unusual, for it is displayed on an old TV set (left over from the days before the holocaust, says the manual), and your health is indicated by the amount of water left in an old soda bottle beside the TV.

Technologically this is a sequel to *Times of Lore*, so you can talk to people by choosing keywords from drop-down menus. In talking to people, you pick up a string of mini-quests to complete. Other actions, such as examining and using things, are handled with similar menus. Combat is dramatically enhanced over *Lore* — instead of merely bumping into a monster to attack it, *Bad Blood* allows you to fling grenades, fire an Uzi, swing a vibrablade, or fall back on the good old reliable knife or whip. The sound effects are good, and the music plays throughout the game, not just during the opening scenes. For adventurers lacking in arcade skills, designer Chris Roberts added a "Wimp mode" that reduces the number of encounters. And you can save three games in progress. While it is a lightweight challenge, *Bad Blood* is one of the best looking quests ever to roll down Adventure Road.

Type:
Action-Oriented Roleplaying

Difficulty:
Novice

Systems:
C-64; MS-DOS (640K required, joystick optional, hard disk recommended, Hercules/CGA/EGA/VGA/MCGA/Tandy 16-color, Roland/Ad Lib/CMS/Innovation/Covox/Tandy sound boards)

Company:
ORIGIN



The Solution

General Tips

Before leaving a town, especially the one in which you start the game, search every building and take everything you find. Stealing is not penalized as in some RPGs. When you run low on supplies, engage in combat. Humans, mutants, and animals often drop useful items. Avoid Leggiters in the water — they never drop anything useful. Bushbugs, lupusses, buzzars, and rodents will drop only food. Save the game often, for death comes when you least expect it.

To heal your character, you need turkel hearts. Steal hearts where you find them, and kill turkels to acquire more. Dried hearts are half as effective as fresh ones. Get a Satscan in Nivvik to determine your location. If you want to make back-up copies of your saved games, they are named GAM.000, GAM.001 and GAM.002.

Many of the people, places, and items in *Bad Blood* are described in a futuristic slang called "Chat." In the solution below, the Chat word for each item is given in parentheses and quotation marks. For example, an Uzi submachine gun is called an ("oozee").

Combat

At the outset, use the bow; kill Kejeks to get more arrows. Bugspray is effective on bushbugs, as is a knife. (In fact, a knife is good against most monsters if you're in wimp mode). Don't kill villagers, or the whole town turns against you. You must sleep six times before you can safely return to a place where this has happened.

You can get a vibrablade and a shotgun ("sodoff") in Okkarn. Slavers also carry sodoffs. A bazooka ("bazook") is sold for nine meals in Zero Town. The best weapon — an Uzi ("oozee") — is in the Urse's cave (southwest of Kittrum, not south as indicated on the map). Avoid fighting the Urse the first time you meet him. Try to fake him out, then enter the cave. Get the oozie, then slay him. (Or get the bazooka, then blow him away with it.) For ammo, kill guards, slavers, and officers. Grenades ("nades") are also handy in sticky situations, so grab all you can.

The Shaman

Starting out in Mardok, you're told to visit the Oracle. You also learn that the Shaman of Nivvik talks to the Oracle on occasion. When you reach Nivvik, you're informed that the Shaman has been kidnapped by the Kejeks. Talk to the Himmuk, who will tell you about Hannok. Ask Hannok in Nivvik about Kejeks, then about camp, and he'll tell you where to find the Shaman. Stay in Nivvik until you have a good supply of food and turkel hearts. While you're there, get the sat scan, too. This tells you the coordinates of your current location.

To reach the Shaman, go west out of Okkarn and south along the river to a north-south crossing at 266 x 687. Then go south along the river, west along the coast, and a bit north when you see the camp around 345 x 452 (sat scan coordinates). You can also go south from Yvrium, through winding canyons where a few weapons and such are stashed.

Kill all the Kejeks in the camp where the Shaman is being held. (If you attack at night, there will be fewer Kejeks to fight.) The Shaman is in the hut to the west of the fireplace. Be careful: The two Kejeks in the hut must be killed without hitting the Shaman. Arrows and grenades are useful in this battle.

The Oracle

The Shaman tells where to find the Oracle. He'll also tell you to head back to Nivvik and buy a boat ("bote") for three meals from the fisherman (on the

northwest side of the village, in the house out over the lake). Use the boat to cross the river at the furthest possible point northwest of Nivvik. Follow the canyons, bearing west and south, until you reach a small alcove on the west side of a dead end. Enter this cave (at 24 x 117) and talk to the Oracle about "a war." He asks you to prove you're worthy by retrieving "the Apple" from Zero Town.

Go to Zero Town (from the southeast corner of Kittrum, head east about 60 steps). Get the Apple (also known as the "Fruit of the Ancients." Then go straight back to the Oracle (unless you want to get the bazooka now). Talk to him once again about "a war." He'll tell you to free a human ("hume") in Okkarn. Go to Okkarn and kill the four guards surrounding the hume prisoner. Return to the Oracle and tell him what the hume told you. Go to the human city of Yvrium.

Yvrium and Bessek

If your character is Dekker or Jakka, you'll have no problem getting into the city. As Varrig, however, you'll need a mutant collar to get in. Go just northeast of Yvrium during the noon or afternoon watch and slay the party of slavers there. One will drop a collar. Use it before entering, and the guards will let you pass. In town, you must free the mutant named Bessek. Ask around about him. Try one of the buildings on the far east side of town. To free Bessek, kill the guard outside his cell, then talk to Bessek. He'll give you the password for the subway. Run quickly out of town.

Zero Town and the Subway

After leaving Yvrium, head for Zero Town. Find the building where two mutants are guarding a seemingly empty room. Talk to one of them about "the Ofyu gjsf." They'll welcome you to the subway. Go to a room on the east side of that building and kill the Devol. Pick up his binoculars ("binocs") and the token on the floor in that room. Go back to the room with the two guards. Walk past them into the room and press the alarm on the north wall. A ladder will appear in the floor. Climb down it into the subway.

Once in the subway, go south and follow the tracks to the southwest after 5th Street. Find the Himmuk of the subway and talk to him about Equitus. He'll tell you what you need to know to find Equitus. Pick up the token in this room and use it to return to the ladder. Now return to Yvrium.

Theodus

In Yvrium, talk to the bartender about Theodus. Get Theodus' dinner from the bartender, then talk to the rogue about "the Djuz cfmpx" and get the rope from him. Go to the guard barracks, talk to the guards in front of the door about "Uifpevt' ejooofs," and go inside. Kill Theodus (preferably at night, when there won't be any villagers around). Get his key. Go to the northwest corner of the city and enter the building with the dried up well. Use the rope near the well and enter the City Below.

The City Below

Getting through the city is a matter of pressing the red buttons on the walls to open the right doors and lower the right force-fields (see accompanying map). Use the wirecutters from the hermit (H) or the Vibrablade to cut the barbed wire (Y). When you reach (Z), the room marked Frvjvut, enter.

Map Key: Bad Blood

AA: Start

H: Hermit (Wirecutters)

Y: Barbed Wire

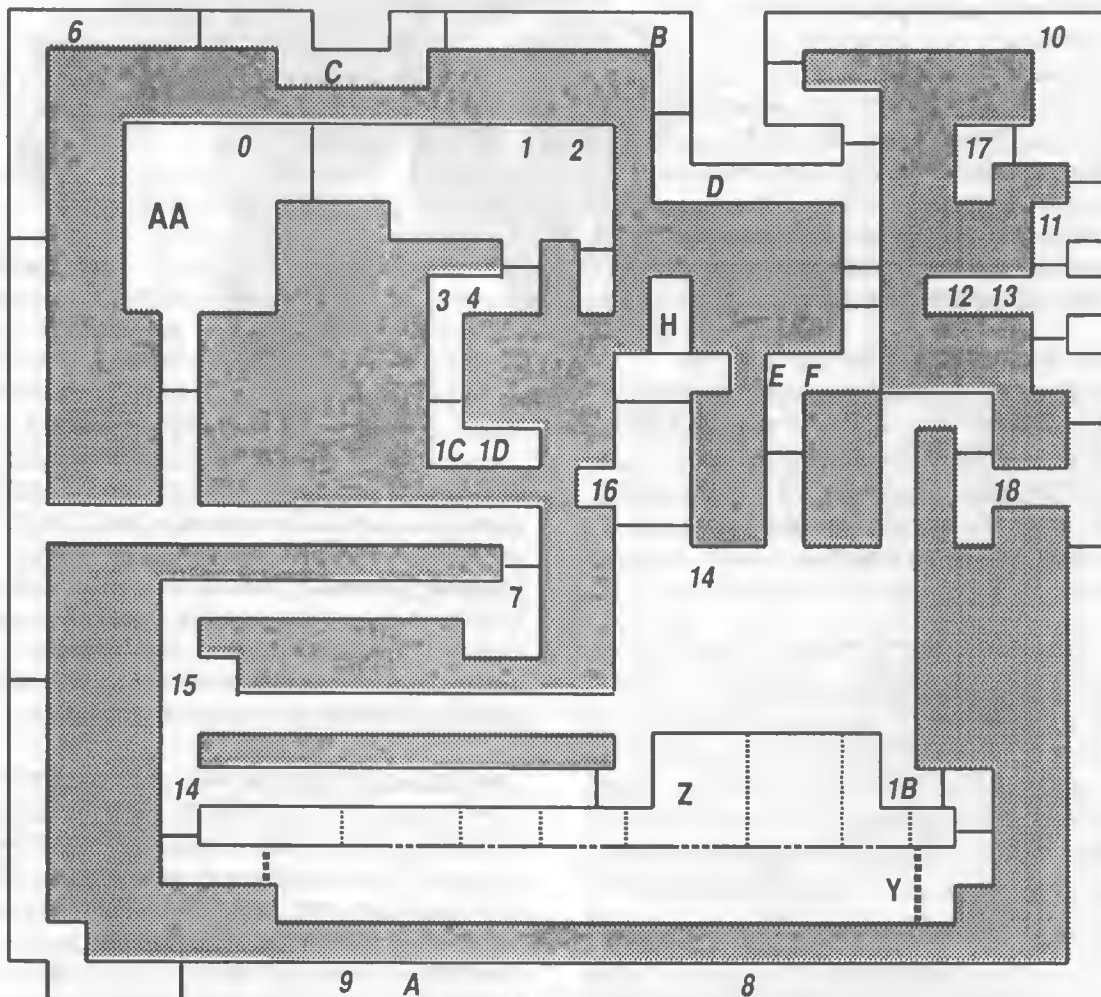
Z: Equitus

Lines across halls:

Doors and other obstructions removed by pressing buttons (also marked with solid lines).

Italicized numbers/letters:
Buttons, to be pressed in precisely this order:

0, 2, 3, 1C, 1D, 6, C, B, D, 10,
11, 17, 12, 13, 19, 18, E, F,
14, 16, 15, 14, 1B



The City Below

Battletech:

The Crescent Hawk's Inception

Battletech is a fast-paced, challenging game with a great storyline and plenty of things to do before you get anywhere near the finale. It was adapted from FASA's long-time bestselling paper and pencil RPG, which may explain why it is one of the most complex computer roleplaying games ever. The scenario unfolds on a futuristic world where soldiers operate huge robots called BattleMechs. Assuming the role of 18-year-old Jason Youngblood, a BattleMech warrior who must save his planet from destruction, you view the planet's cities and rural areas from a top-down perspective.

Unlike most RPGs, the story in *Battletech* is advanced with each encounter and with each area you explore, making the game somewhat more linear than your typical dungeon quest. But the game's most distinctive feature is its use of "emotive outtakes" — close-ups of characters' expressions, drawn in the Japanese Manga (comic book) style. This technique is also used to illustrate fiery explosions and other special effects. Rather than displaying numbers to show the amount of damage done to various parts of robots, *Battletech* employs colorful bar graphs.

In addition to being one of the first Infocom programs to take full advantage of the graphic capabilities of computers like the Amiga and IBM, *Battletech* also marked Infocom's move from puzzle-solving adventures like *Zork* into the exciting world of graphically rich roleplaying games. It is one of their best.

Type:
Science Fiction Roleplaying

Difficulty:
Novice

Systems:
MS-DOS (384K required, EGA/MCGA/VGA/
Tandy 16-color); Apple (128K required); C-64;
Amiga; Atari ST (512K)

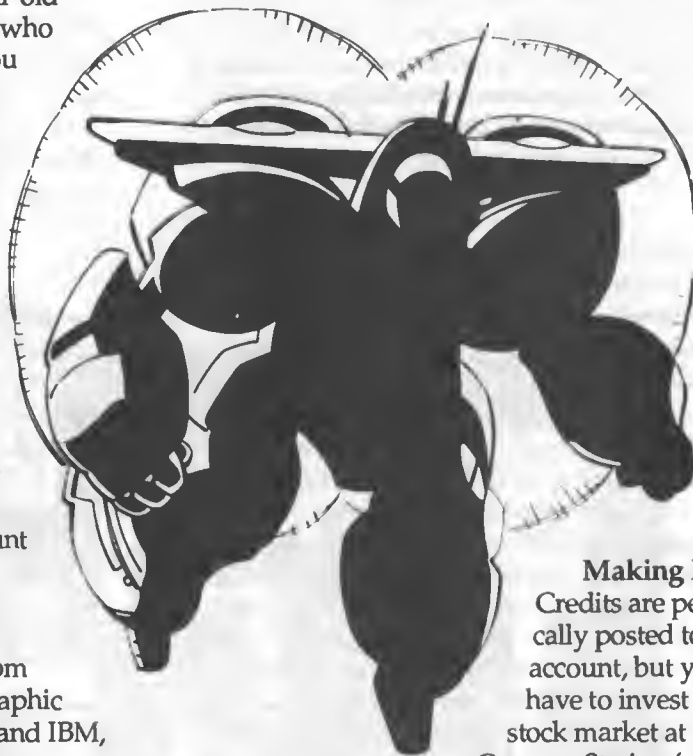
Company:
Infocom/Mediagenic

The Solution

Due to the simplicity of the cities and landscape, maps of the general area are not provided with this solution. A map of one key room is provided below.

The Citadel

Your main goal here is to learn how to operate the Mechs at the Training Center. This will take six lessons. Between each lesson, you can explore the surrounding compound. Time must pass between lessons, so here are some other things to do:



Making Money

Credits are periodically posted to your account, but you'll have to invest in the stock market at

Comstar Station (one of

the many buildings in the compound) to make enough to buy all the necessary gear. Only two stocks are worthwhile: Nashan Diversified (NasDiv) and Baker Pharmaceuticals (BakPhar). NasDiv is a steady performer — put all your credits in this stock and you should amass quite a fortune. BakPhar is a speculative stock that will make you rich in a short time, if your timing is right.

One strategy is to put most of your credits in NasDiv and a few in BakPhar. Save regularly and check the market often. When BakPhar starts going up, put all your credits in it; your money will usually double several times. It is essential to save the game whenever you get ahead, though, for BakPhar's value can drop to zero in no time! After investing, leave Comstar and go do something (explore, rest, visit the weapons shop, take a Train-

ing lesson...), returning frequently to assess your holdings. It takes a fairly long time to earn enough credits to pay for a serious weapon, good armor, and training, so you may have to just wander about the compound until your stocks go up!

Weapons, Armor, and Other Gear

The Inferno never runs out of ammo and rarely misses, so stay around until you can afford one (though you *can* get by with less firepower). Weapon shops are found throughout Pacifica, and you can also salvage weapons after combat. Armor shops can be found in many towns. Buy the best armor you can afford. Get a MedKit (sold at any of several hospitals) and a Mapper (at the video store in Starport and in a few other towns). Later on, get your Mechs modified at a Mech-It Lube's Speed Shop, and you'll become almost invincible.

Skills

The Citadel is the *only* place to get combat training. Spend your credits to become proficient in as many skills as you can, *especially* the skill pertaining to the weapon you're packing. Mech Repair and Medical Training skills may be purchased at any Mechit-Lube or Hospital, and there are several throughout the region you will explore.

The Invasion, Starport, and the Jail

On the sixth or seventh training mission, you'll suddenly face real opponents — the Kuritans — who have invaded the compound. You've got to escape to Starport, a neutral city northeast of the starting point. If lucky, you'll escape with a Mech. There are two ways to do so: Choose a Locust for your final mission, then head west when the force field around the training grounds disappears and get out of town; or use a Chameleon and, as soon as you're attacked, walk back into the building you just left. When the walls come down, exit west out of the city. (Some people report being unsuccessful using either method. If you encounter difficulties, you can get Mechs at several other points.)

Starport

From the Citadel, head northeast to Starport. Save often, if you decide to obtain money and equipment by fighting attackers. To reduce the number of enemy attacks inside, immediately find the Clothing Store and get rid of your uniform. Check your stocks at Comstar and reinvest if you want. Then visit the Inaugural Hall to learn about the Inauguration. At this point you might want to try to earn credits by fighting at the Arena, but think carefully if you're using a rental Mech — repairs

can be costly and may even exceed your 250-credit payoff.

Rex Pearce and the Crescent Hawks

Later that night, you'll meet Rex Pearce, an ally, at the Inaugural Hall. Save the game before entering the hall, since you might get killed when you leave with him. Rex gives you a box from your father and says he's got a new Commando Mech that Princess Katrina left him.

A member of the Crescent Hawks, Rex says your mission is to round up other Hawks, find a secret cache of spare Mech parts hidden by your father, and signal Katrina to return to Pacifica for the parts and your team. But the enemy will attack before you can look at the holocard in the box (which is necessary to locate the cache), and the card is damaged. If you survive, you can roam about Starport gathering gear, earning credits and skills, having Rex's Commando modified at the Speed Shop, and so on.

The Jail and the Undercover Agent

Go a bit north and east to a small town with a jail and hospital. Save right away, for you may meet an ally who turns out to be an undercover agent. If you're having trouble getting people to talk, or if services like Mechit-Lube are always closed, you've got an agent in your party. Put him outside on foot and get into a few battles. He'll either be killed by the enemy or by Rex. If you don't have your own Mech, steal one from the Jail's parking garage.

Finding the Other Hawks, Dr. Tellhim, and the Cache

There are two ways to view the information on the damaged holocard. The easiest and quickest is to return to the destroyed Citadel and go to your barracks. There you'll find a holocard viewer which will allow you to see most of the message. The other way to view the holocard is to go to the town at coordinates X-60, Y-40 on the map included with the game. In this town southwest of Starport, find the Mayor's house. Pick the lock, enter, and use the Mayor's holocard viewer. You'll learn that you must find Dr. Tellhim at his hut in the *opsuixftu*. (His hut won't appear on the map unless you view the holocard.) Tellhim will tell you where to find the cache.

Head *opsuixftu*, exploring the various towns. You need to pick up two more Crescent Hawks — a doctor and a tech. Find the doctor by visiting hospitals, checking the records, and talking to people

there. Get him a MedKit, and you'll recover faster from wounds. The Tech can be found by visiting the Mecht-Lubes and asking to Talk and Apprentice. Get him additional Tech training so he can scavenge spare parts from any enemy Mechs you destroy, thus earning money as well as simplifying repairs to your own Mechs.

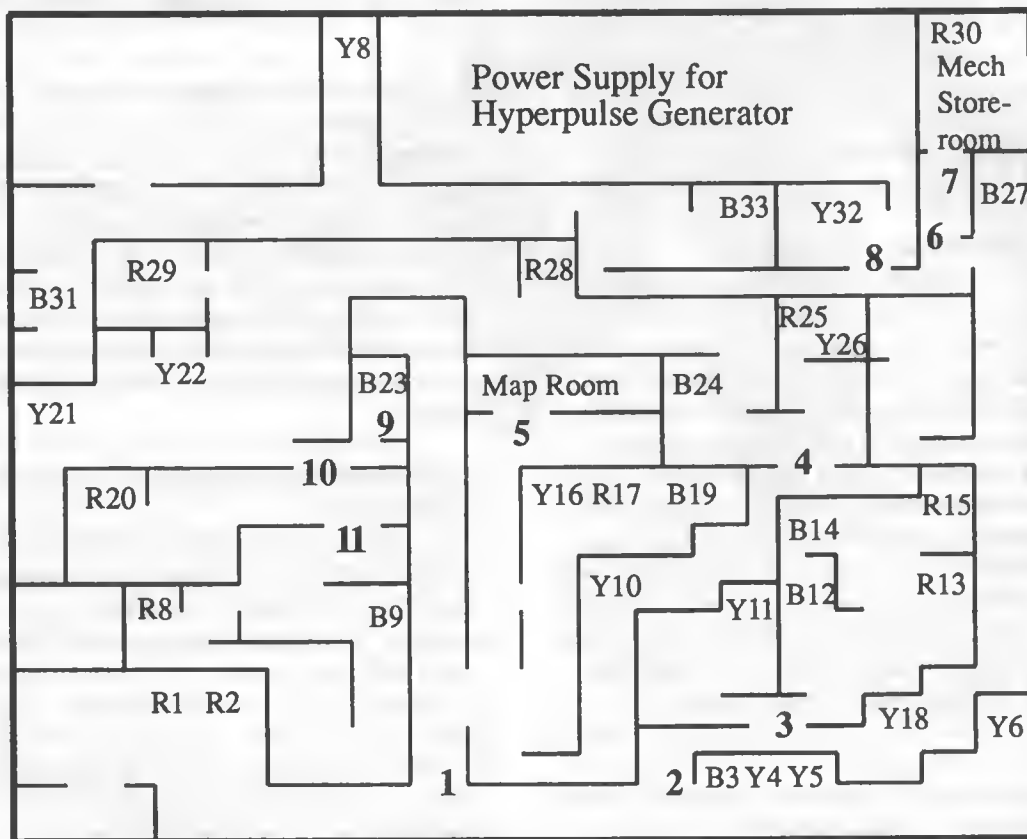
Tellhim is in a building located near the xbufs, near sector **uijsuz-tjy/gpsuz x gpsuz-ojof/uxfouz** on the map. With the proper crew and gear, you'll pass his tests and he'll tell you that the cache is on an **jtmboe** to the **tpvuifbtu** (**uijsuz-ojof/tjyuz x gjguz-gjwf/tjyuz**). Go there and enter the cave.

The Computer Terminals

The cave is a maze full of locked doors and computer terminals. You have a keycard that must be imprinted with a different Red number, Blue number, and Yellow number to open each door.

Each computer throughout the complex has its own color-coded number that can imprint your keycard, and each computer's code can be used only once. You must open eleven different doors to get to the Map Room and the Power Transmitter. See the map for location of the computer terminals; see Map Key for the codes.

After you open door E, you'll be in the Map Room and must activate a combination of planets to get the password (**Qftiu, Cfokbnjo, Tlzf, Tvnnfs, Szfstpo, Lbuijm, Bdifsobs**). Activate the planets by touching them all, then walk over to the control panel on the west wall for your password. Leave the Map Room, go back through the maze to the upper control rooms, and turn on the transmitter to call Katrina (you do this by walking into the panels).



Map Key: BattleTech

1: R15, Y11, B14

2: R1, Y5, B3

3: R2, Y18, B7

4: R13, Y4, B31

5: R30, Y32, B23

6: R25, Y10, B33

7: R8, Y21, B9

8: R28, Y16, B24

9: R20, Y22, B27

10: R29, Y6, B12

11: R17, Y26, B19

Centauri Alliance

Designed by Michael Cranford, the author of the first two installments in the *Bard's Tale* series, this space adventure relies on 3-D mazes and Psi abilities that parallel the magic spells of fantasy games. In *Centauri Alliance*, you are assigned by the High Council of the Alliance to foil a plot by the traitorous Daynab Confederation. In doing this, you'll travel to worlds all over the universe on a series of related mini-quests.

The key difference between *Centauri* and *Bard's Tale* is the combat system. In *Centauri*, combatants are represented by chess-like figures and your party members meet foes on a battleground composed of hexes. Ranged combat is affected by your characters' positions in relation to the enemy, so tactical considerations come into play as you move about the grid. A wide variety of grid patterns keeps you on your toes, and a plethora of weapons, Psi gear, and other hardware will keep you occupied for eons.

The graphics feature large monsters and a bit of spot animation, and you'll see a few animated, cinematic scenes that further the plot at key stages. There are few sound effects. Characters from *Bard's Tale I-III*, *Might and Magic*, *Wizardry I-III*, and *Ultima* can be imported, or you can roll your own group of up to eight. Space travel is limited to picking destinations from a menu, so the game really boils down to "*Bard's Tale* in space," but that's good enough — *Centauri Alliance* was named "Best Quest of the Month" in *QuestBusters*. A mouse or joystick is strongly recommended, as movement during combat is tedious when conducted from the keyboard.

Type:
Science Fiction Roleplaying

Difficulty:
Advanced

Systems:
C-64/128; Apple (64K, mouse
and joystick optional)

Company:
Broderbund

The Solution

Places like Kevner's World have several individual areas (Zentek's Fortress and Tonka's, in this case). Below the first level, levels are *not* labeled "Kevner's Level Two," "Kevner's Level Three," and so on. Lower levels are identified by the name of the individual areas — for example, the second level of Kevner's is called Zentek's Level One.

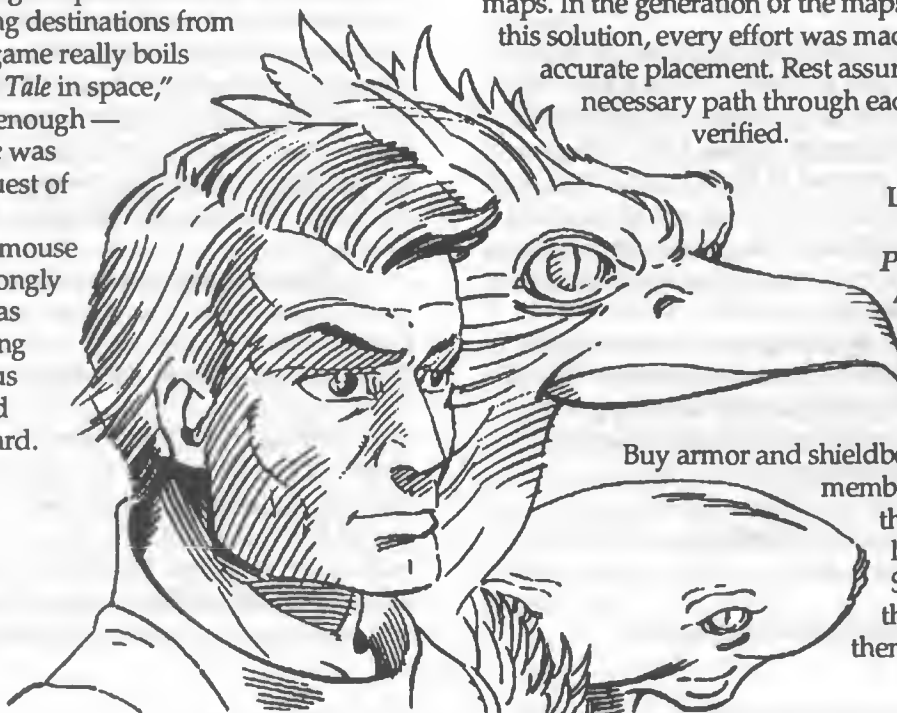
Most teleport squares are marked T1, T2, and so on, with their destinations marked F1, F2, etc. Planetary headquarters are marked "1" if you must first visit the HQ to solve that area's puzzles.

NOTE: There are hundreds of doors on these maps. In the generation of the maps accompanying this solution, every effort was made to ensure accurate placement. Rest assured that the necessary path through each maze was verified.

Lunabase

Places to Go:
Academy,
Armory,
Biotech, HQ
and Starport

Buy armor and shieldbelts for all party members. Get Uzis for those trained in level one Sidearm. Ready the belts and use them five times to



create shields of 100. Trade the belts among your characters and use them until they're depleted. Until your Hardware Tech is advanced enough to recharge them, resell belts when their charges are exhausted. Lunabase is the only location where training is possible.

Omnicro VII

Places to Go:

Level 1: Armory, Biotech, HQ, Starport
Level 2: Trader Drake's, Prison, Filing Room
Level 3: Computer Terminal (level three)

Objects:

Fractyr Fingers (level three)

Go to (1) Trader Drake's (Armory, level two) for black market armor and weapons. The Fractyr Fingers are guarded by robots. If you don't want to fight them, get the Fingers by typing `uxp ivoesfe gjguz tjy` (the number, not the words) at (2) 15E, 15N; `pof ivoesfe fjhiu` at (3) 13E, 3N; `gpvs` at (4) 12E, 13N; `ufo` at (5) 8E, 7N; and `pof` at (6) 6E, 3N. At the computer terminal (7), type `Gsbdzuz`, `Ebzobc` and `Bmmjbodf`.

Andrini Cluster

Places to Go:

Level 1: Armory, Biotech, HQ, Starport
Level 2: The Oracle

Objects:

Level 3: Fractyr Palm

You'll need a light source on level one. Go to the stairs at 12E, 1N and go down. On level two, fight the guards at (1) 3E, 3N to obtain the yellow pass that opens the passage at (2) 13E, 14N. This goes down to level 3. Proceed to (3) 1E, 1N on level three and have a Hardware Tech guy turn off the machine. Go to (4) 12E, 2N and fight the guardian for the Fractyr Palm. Return to level two and write `Psbdmf` on the notepad located at (5) 0E, 13N to get in. The Oracle (6) will appraise your equipment. The word from Tonka's is `Lomblsb`. Stop by HQ before leaving to get instructions. Important: do not return to Luna for training till after you complete the next mission.

Chronum

Places to go:

Level 1: HQ, Armory, Biotech, Starport
Level 2: Reactor

After checking in at HQ (1), enter the reactor (2), proceed to the control panel at 15E, 9N (3), and press the button. This opens the reactor door. Go to 7E, 3N (4) and pull the lever to shut down the reactor. Return to HQ for further instructions.

Kevner's World

Places to go:

Level 1: HQ, Armory, Biotech, Starport (level one), Zentek's Fortress, Tonka's Tower

Objects:

Zentek's Fortress, Level 3: Fractyr Suit
Tonka's Tower, Level 2: Fractyr Helm

After checking in at HQ (1), go to the computer (2) on Zentek's, level one. Type `Afoufl` <enter>, `fwfs` <enter>, `efbemz` <enter>. This will give you the password "obwbui." Descend to level two and head for the magic mouth at (3) 11E, 11N. Answer `obwbui`, and a stairway to level three appears at (4) 12E, 12N. Head for level three and fight Zentek (5) for the Fractyr Suit.

Return to the surface of Kevner's World via the teleport at (6) and go to Tonka's Tower at (7) 11E, 14N. Type `Upolb cvou ph` for entry. Go to the teleport square at (8) 7E, 11N and visit (9) 13E, 2N; (10) 11E, 6N; and (11) 13E, 10N in that order.

Once you've done this, go to the teleport square at (12) 13E, 4N. Follow the passage from (F12) and take the stairs at (13) down to level two. Fight Tonka at (14). Rest frequently on level two in order to recover Psi Strength. Tonka is very difficult to kill, so save the game outside his door (while Psi Strength is full and shields are 100%) before attempting the battle. Long range weapons (4-5 hexes) are essential. After defeating Tonka, you'll get the Fractyr Helm. Use the teleport at (T3) to return to 15N, 1E on Tonka's, level one.

Tau Eridani and the Knave's Club

Places to go:

HQ, Armory, Biotech, Starport, Knave's Club

After visiting (1) HQ for orders, go to (2) the Knave's Club and follow the map to level two (from (3) on level one, strut over to (4) and get ported to (5); from (6), you get ported to (7), then walk down to (8) and take the stairs). On level two, follow the numbers from (1) to (3) and answer the terminal rhyme by saying "8." When given the

chance, train in Piloting, a skill needed on Veladron II. Exit at (5).

Veladron II

Places to go:

HQ, Armory, Biotech, Starport, Shipyards

Go to the pyramid-shaped Arcturian Space Ship (not mapped here). Go to the nose cone and use Piloting skill. The ship will crash on Veladron's Moon.

Veladron's Moon

Places to go:

All levels (see map)

Objects:

Level 5: Mattermitt Pass

Save the game after each battle as you make your way to level four. Psionics won't work on levels two-five, so use Hardware Tech to recharge belts on level one. From the Airlock (AL) on level one, head for level two. Starting at (1), go north and east to (T1) and get ported to (F1). Go west to (T2) and arrive at (F2), then take stairs at (2) down to level three. On level three, follow the map to down stairway at 3E, 1N.

On level four, press the button at (3) 8E, 10N to open a door south at (4) 8E, 9N. Be sure one character is holding all five Fractyr Fingers, the Fractyr Palm, Fractyr Suit and Fractyr Helm. Have him put these items on the table at (5) 8E, 7N. The Fractyr Fingers and Palm will unite (anything else put on the table will be destroyed). The Palm makes a fantastic melee weapon. On levels four and five there are Rejuvenators, marked with the letter "R" on the map. Do not go through the shimmering curtain at (Z). Go to (6) and take the stairs down. Use the teleports (T1-F1, T2-F2) to reach (7) on level five, then get the Fractyr's holographic messages and the Mattermitt Pass (crucial to completing the game). At (8), use the Mattermitter: You can teleport to Kasdron (yellow), Epsilon Indi (red) and Keppa Var (blue). (To reach (8), take teleports T3-F3, T5-F5, T6-F6.)

The Pirate Ship

Places to go:

Level 3: Computer Terminal, Escape Pod

Level 4: Mech Room, Engineer

Objects:

Level 2: Plenocarbon

Level 4: Mechs

On level one, go from (1) to Security Room at (2) 1E, 8N and press button one. Leave the room, then return and hit button three. Go to elevator (3) in the southeast corner of the ship and press button three.

On level three, get the plenocarbon at (4) 11E, 14N. Return to the elevator and press button two.

On level two, head for (5) at 7E, 1N to change the plenocarbon into plenadium. Return to the elevator and hit button four.

On level four, bring the plenadium and Mattermitt Pass to the Engineer (6). Ask him to recharge the Pass and you'll get five charges. Go to the Mech Room (7) and pick a Mech to join the party. Return to the elevator and press button three.

On level three, go to the Computer Terminal (8) and type "invasion" and "escape pod." Head for the escape pod (9) and leave the ship. You'll crash on Port Minkar, where there's nothing of significance. Go to the starport in the northwest quadrant and return to Luna Base for training, then zoom over to Epsilon Indi.

Epsilon Indi

Places to go:

HQ, Starbase, Biotech, Shuttle to Starbase VII

Objects:

Starbase, Level 2: Orange globe

Go to HQ (1) and take the shuttle to Starbase VII. Proceed to the computer (2) at 12E, 7N and type **Kpio tbsl, tztpo, tcpo, tubvvt, qbtt-x, off**. Go to the steps (3) at 2E, 3N and head down to level two. Get the orange globe (4) at 9E, 10N. Go down the steps (5) at 15E, 0N to level three.

At the computer (6), type **Kpio tbsl, sysnon, tcpo, and lift7** to open the door (7) at 6E, 3N. Fight your way to the Daynab Commander (8) at 0E, 4N. He'll tell you the codeword **Dbtumf-gjtu**, which you'll need to enter Daynab HQ on Keppa Var. Return to the computer (6) and type **Kpio tbsl, tcpo** and **lift6** to activate the escape pod. (You must have two empty slots in your roster before proceeding to Keppa Var.)

Keppa Var and Daynab HQ

Places to go:

Starbase, Daynab HQ, Head Machinist, Hardware Room, Holding Cell, Fractyr Fort

Objects:

Level 1: Daynab Uniforms

Level 2: Technocard

Level 3: Sonic Key

From (1), proceed to (2) and go down the stairs at 15E, 10N to Daynab HQ. The password is **Dbtumfgjtu**. On Daynab, level one, go to 6E, 7N and get the Daynab Uniforms (3). Wear them and you won't have to deal with the guards.

Go to level two via the stairs (4) at 2E, 10N. Descend to level three via steps (5) at 1E, 3N and on to level four via stairs (6) at 5E, 14N. Return to level three via stairs (7) at 12E, 10N. Proceed to Machine Shop (8) at 10E, 13N and take parts 2, 17, and 46. Return to level four and go to level three via stairs (9) at 5E, 14N. Give parts to Head Machinist (10) at 2E, 13N on level three. He'll give you a Sonic Device, which operates the elevator between levels one and two (the adamantium hatch).

Return to level four and go to 1E, 10N (11). Press the button to open the door to the Prison (12) at 8E, 6N. Talk to Donsai (13), who'll join the party. You'll have to fight your way past several groups of Daynab guards, so save the game whenever you survive a battle. Take the steps (14) to level three. Take the steps (15) at 14E, 13N to level two. Take the elevator (16) at 14E, 1N to level one of Daynab HQ. Take steps (17) at 8E, 1N back to level two. Proceed to the vault (18) at 8E, 15N. The Donsai will open it, and you'll get a Technocard (used to enter the Fractyr Fort).

Fractyr Fort on Keppa Var

The entrance is at 10E, 1N on the surface. Your main goal here is to acquire a skill called Shapemaster. Any race except the Manstrak can learn it, and you need more than 30 Psi points to use it. The Donsai Captain is a particularly good candidate. Give him all Fractyr items (Fist, Helm, Armor) and ready them before proceeding.

From (T1), you are ported to (F1). From there, head for level two via the teleport square (T2) at 5E, 9N. This moves you to the northeast corner room (F2) with stairs leading down to the northeast corner of level two. On level two, have the Donsai Captain

(or other character with Fractyr gear readied) fight Big Jim (3) at 12E, 13N. Go up to level one via the stairs (4) at 14E, 1N. Return to level two via stairs (5) at 15E, 0N.

Proceed to level three via stairs (6) at 1E, 10N. On level three, teleport from T1 to F1 and have the Donsai Captain (see previous reference) fight Gingerbread Man (7) at 8E, 14N. Go to level four via stairs (8) at 11E, 14N, using teleport T2 to F2. Have the Donsai Captain fight Blizzard (9) at 14E, 14N. Go back upstairs to level three. Go to 13E, 13N (10) and activate the Fist. The Donsai will acquire the Shapemaster skill. The Fist will provide background information on the skill. Use skill Shap1 to metamorph to a Fractyr. Go back down the stairs to level four and proceed to (11). Watch the entire holograph once for the story, then watch again and hit the escape key as soon as you see the space ship blasting off. A door will open to the west. Follow the passage to the Mattermission platform (12) and stand on it.

The Fractyr Homeworld

Go to 4E, 7N (1) and activate the Fist to turn the teleport defense off. Proceed to level two via the stairs (2) at 2E, 13N. Go to 6E, 10N (3). The password is **Mbdiftjt**. Go to Fractyr's Chambers (4) at 6E, 5N. The Fractyr's will explain the Daynab plot, and one will join the party. You'll then be teleported to Earth.

Earth

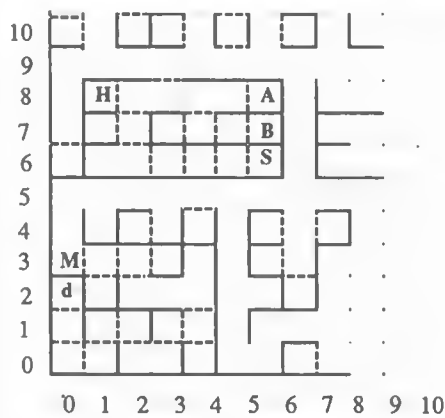
Head for 8E, 3N (1) and use Psi ability to pass through the wall, or teleport one square north. Enter the Council Chambers (2).

Map Key: Centauri Alliance

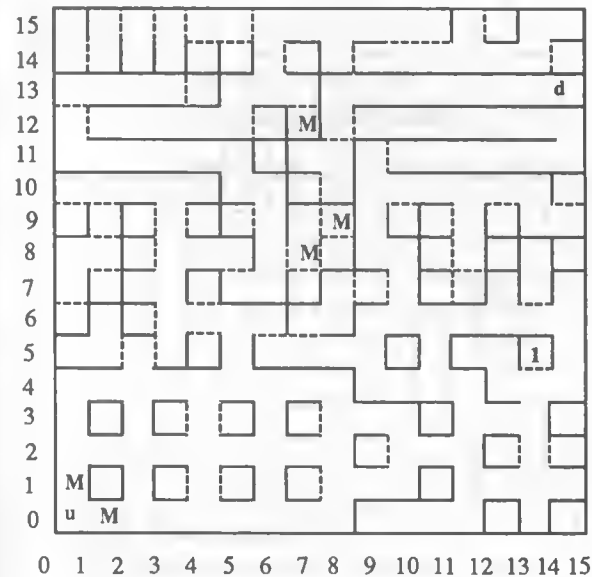
Dotted lines indicate doors, which may or may not be locked.

- A: Armory
- B: Biotech
- D: Stairs (down)
- E: Elevator
- H: HQ
- M: Message
- N: Neutron Field
- R: Rejuvenator
- S: Starport
- T: Trap
- U: Stairs (up)
- T1: Teleport to F1
- F1: Teleport from T1
- X: Radiation

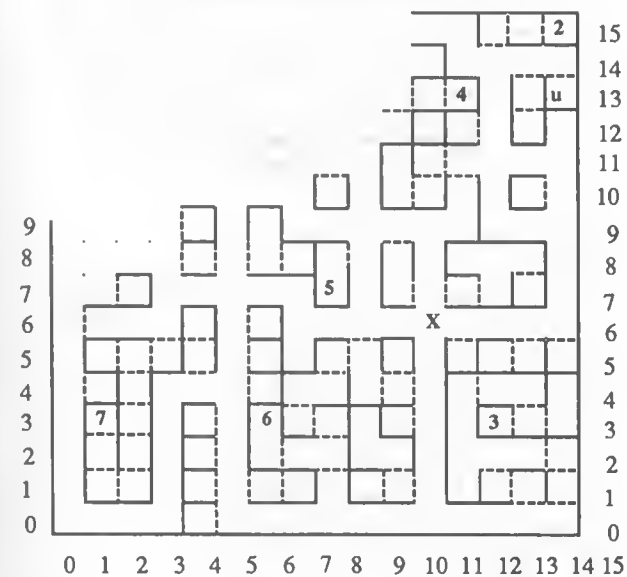
Centauri Alliance - Omicron VII



Omicron VII: Level One

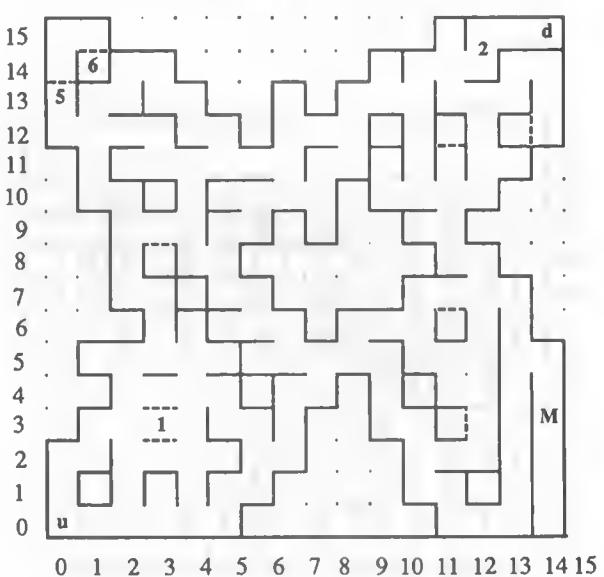
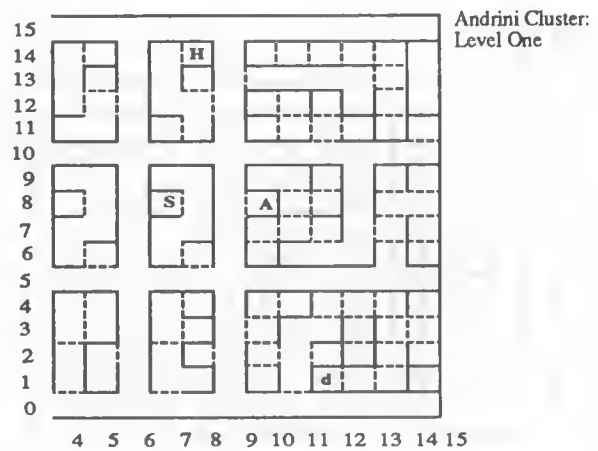


Omicron VII: Level Two

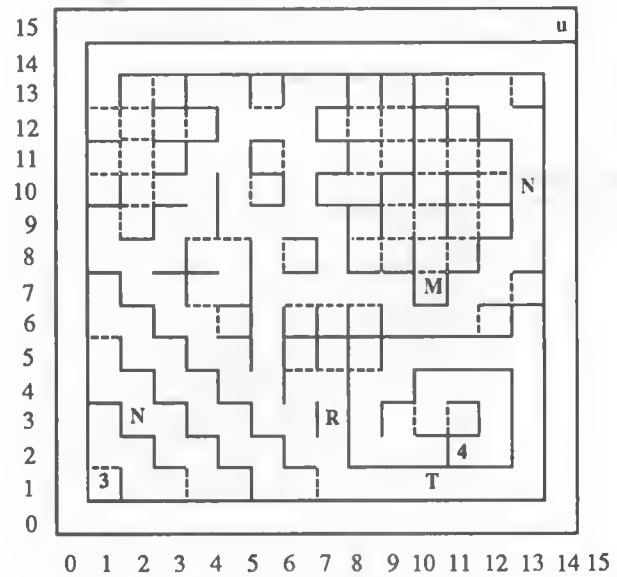


Omicron VII: Level Three

Centauri Alliance - Andrini Cluster

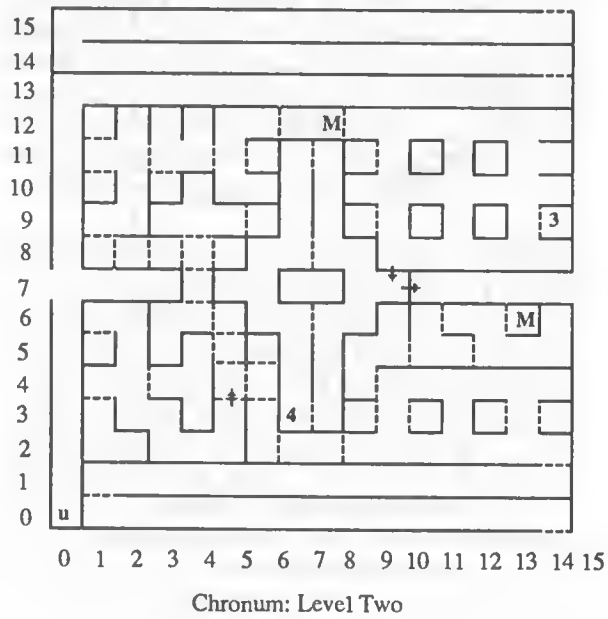
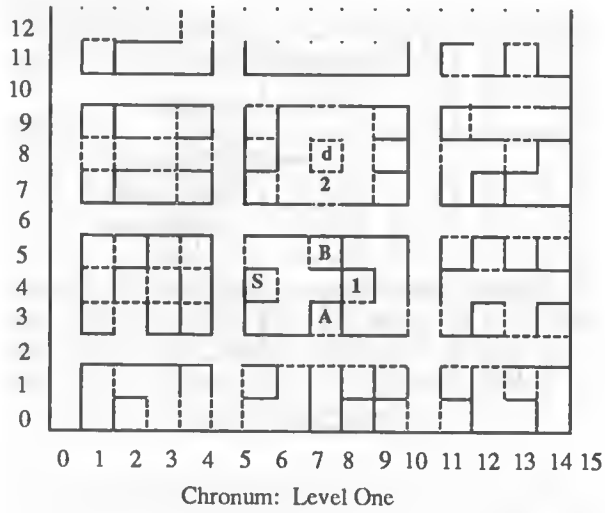


Andrini Cluster: Level Two

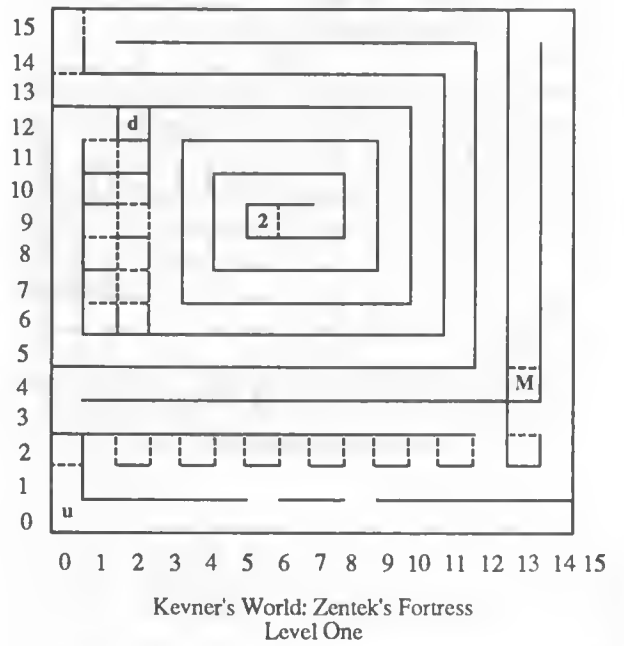
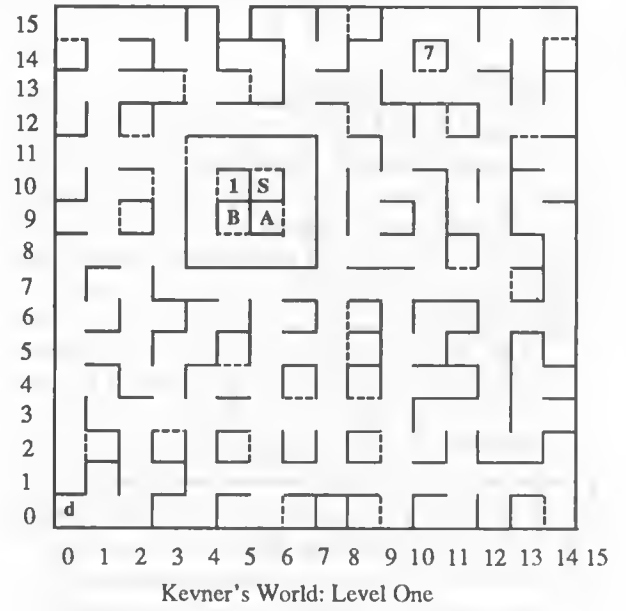


Andrini Cluster: Level Three

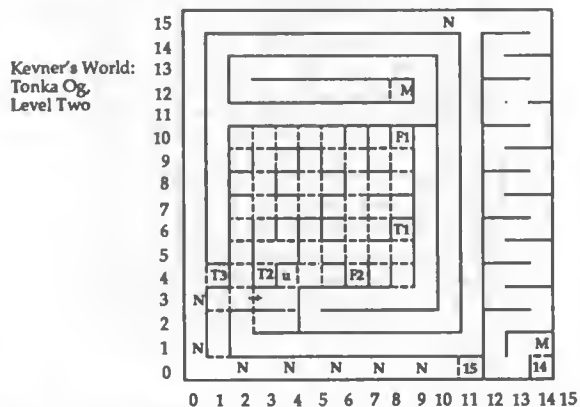
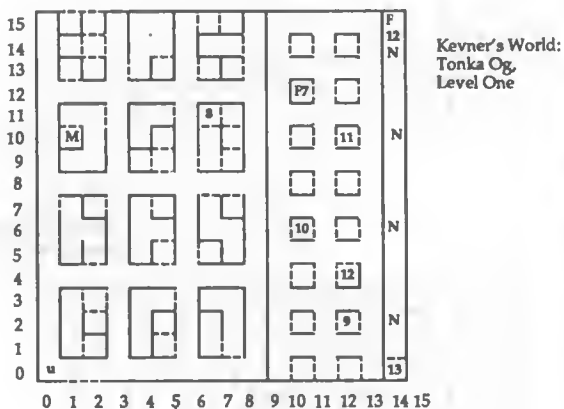
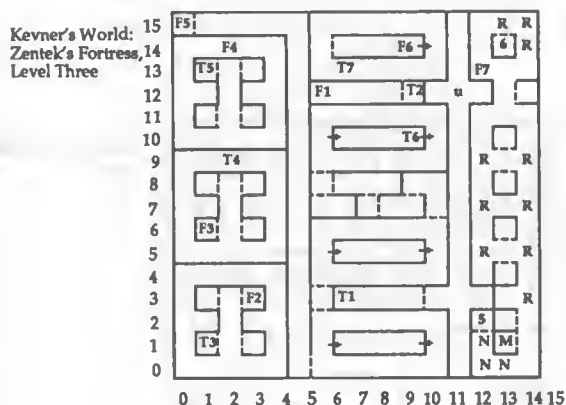
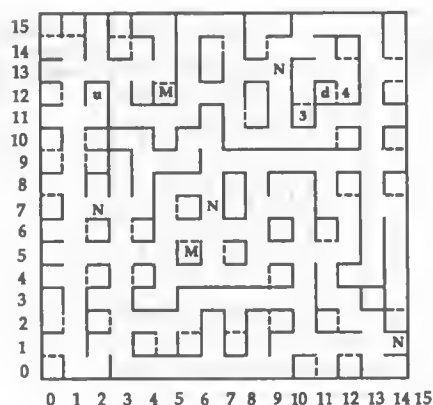
Centauri Alliance - Chronum



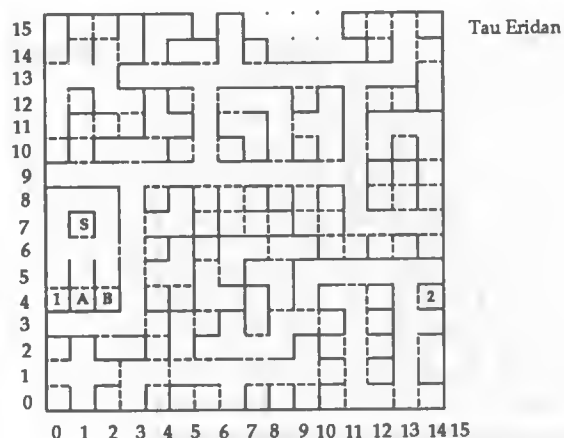
Centauri Alliance - Kevner's World



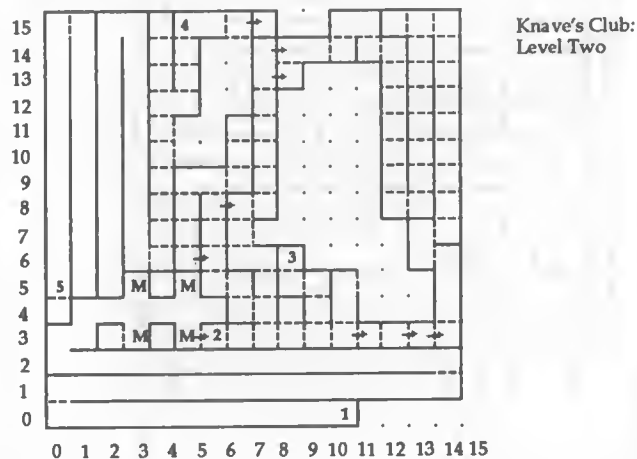
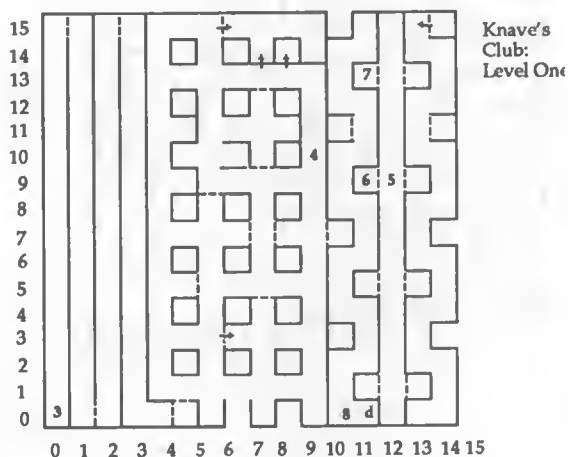
Centauri Alliance - Kevner's World



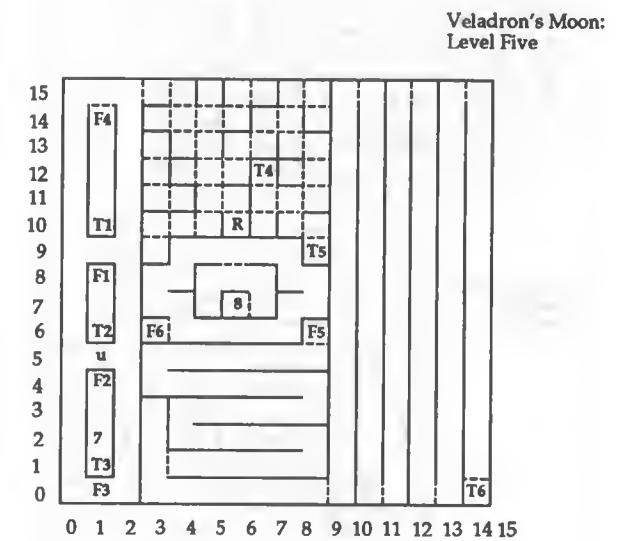
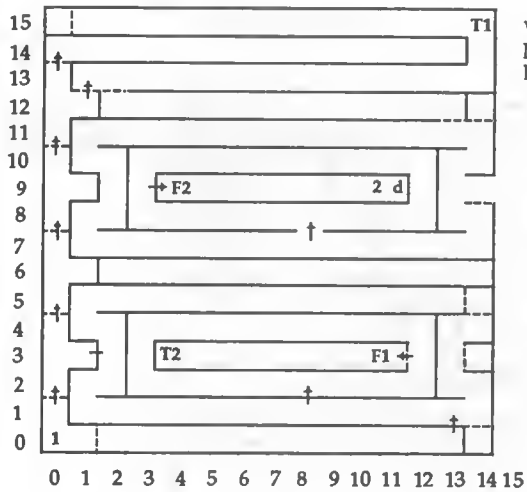
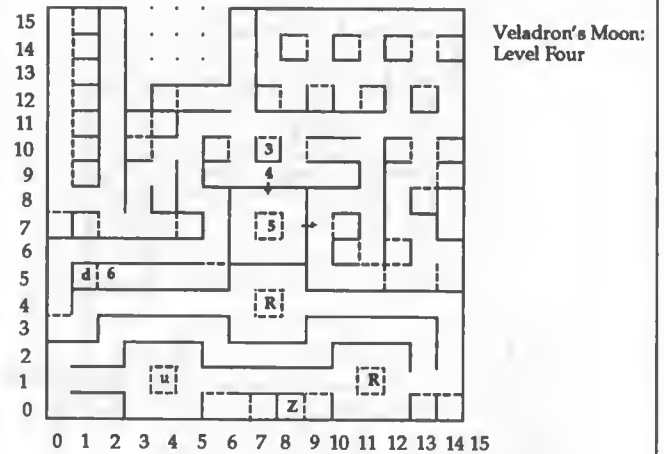
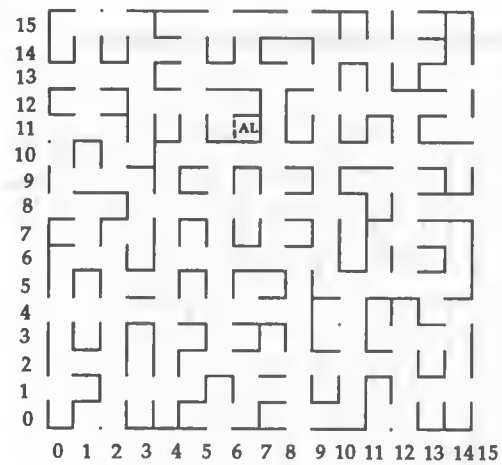
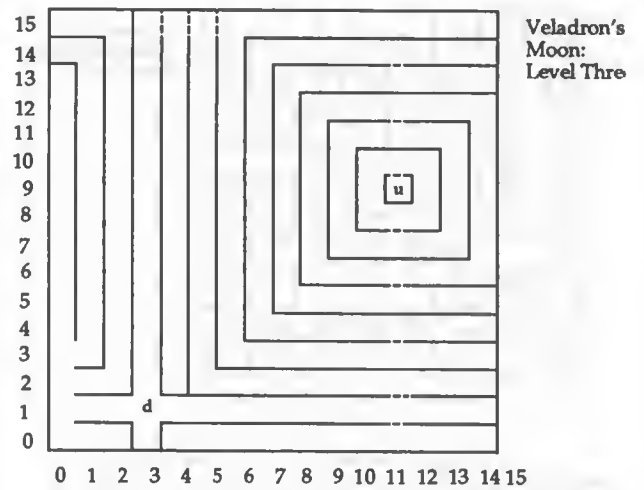
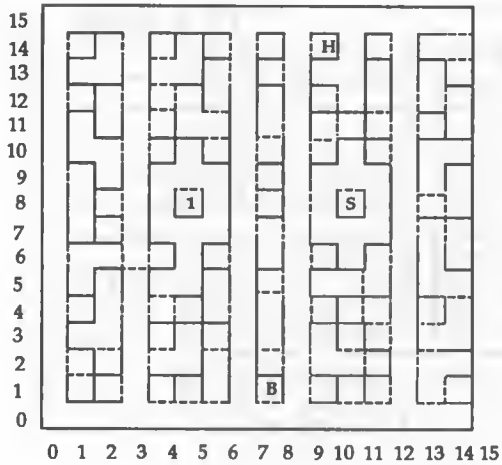
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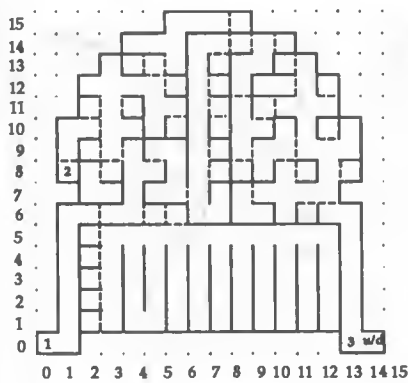
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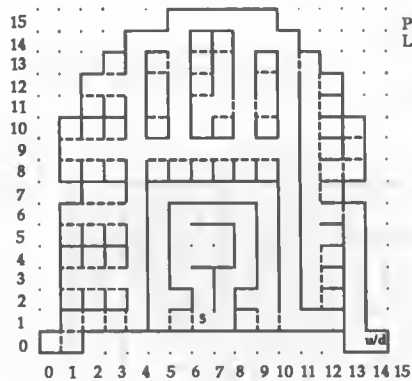
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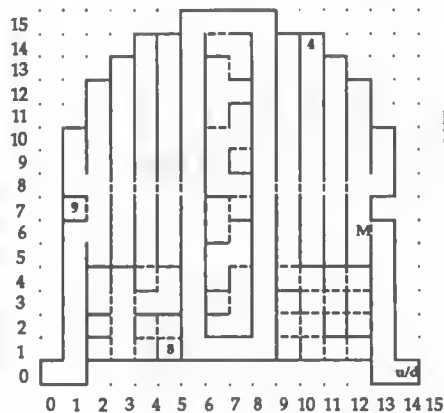
Centauri Alliance - Pirate Ship



Pirate Ship:
Level One

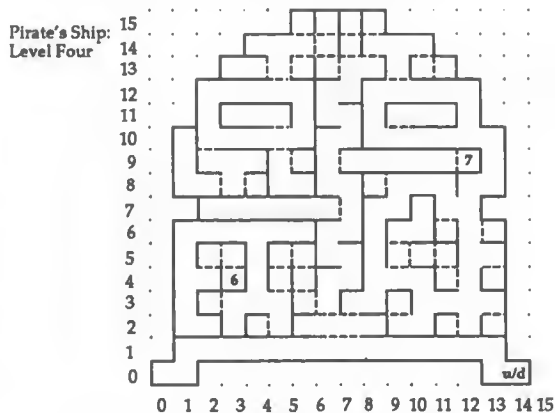


Pirate Ship:
Level Two



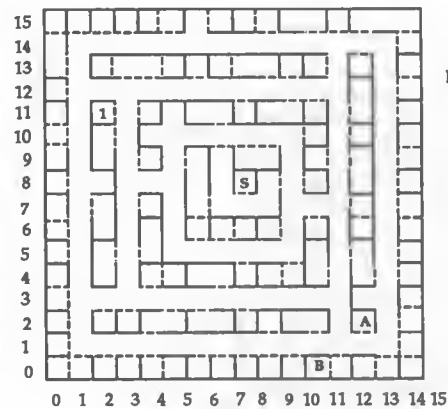
map 15

Pirate's Ship:
Level Three



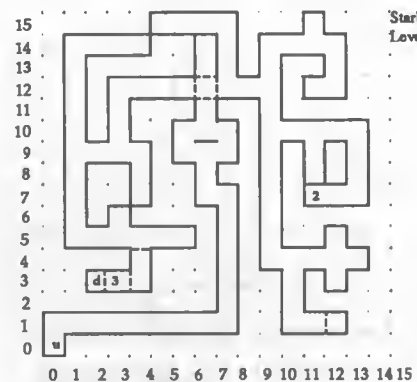
Pirate's Ship:
Level Four

Centauri Alliance - Epsilon Indi

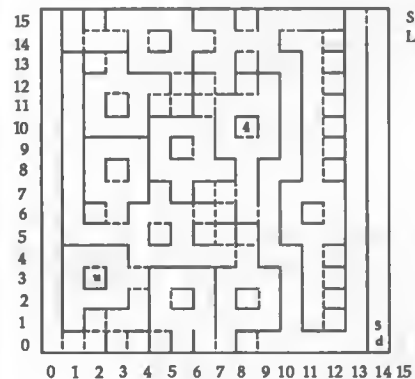


Epsilon Indi

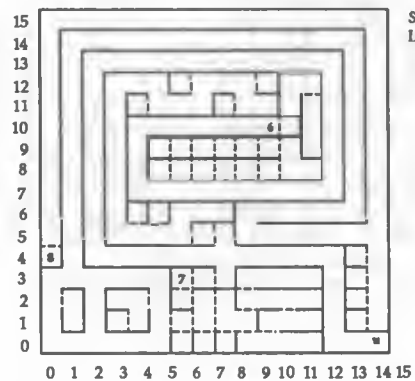
Centauri Alliance - Starbase



Starbase VII:
Level One

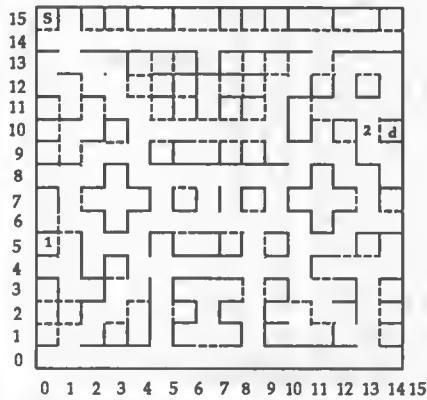


Starbase VII:
Level Two



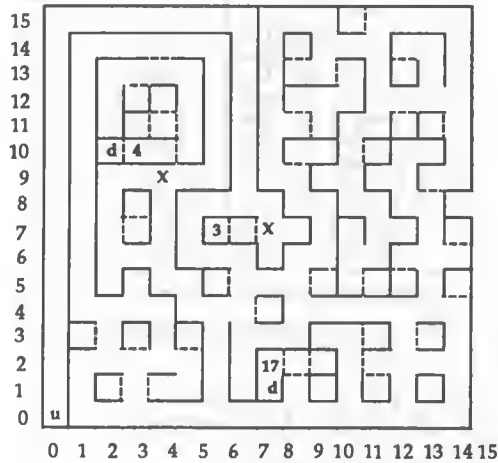
Starbase VII:
Level Three

Centauri Alliance - Keppa Var

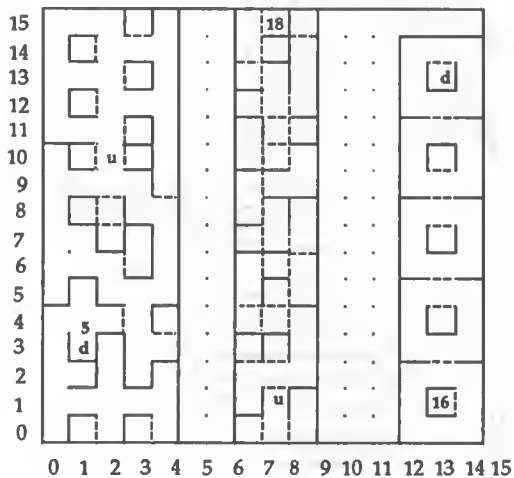


Keppa Var

Centauri Alliance - Dynab HQ

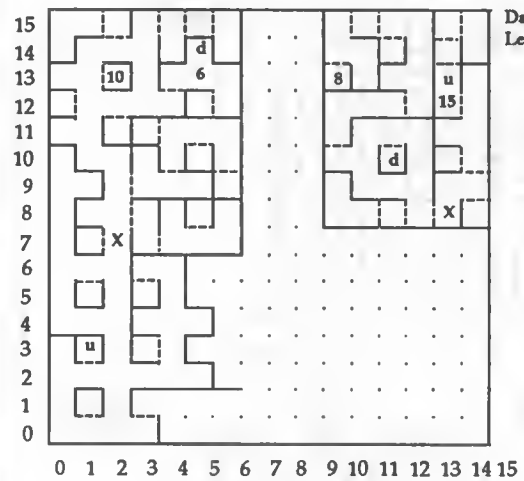


Dynab HQ
Level One

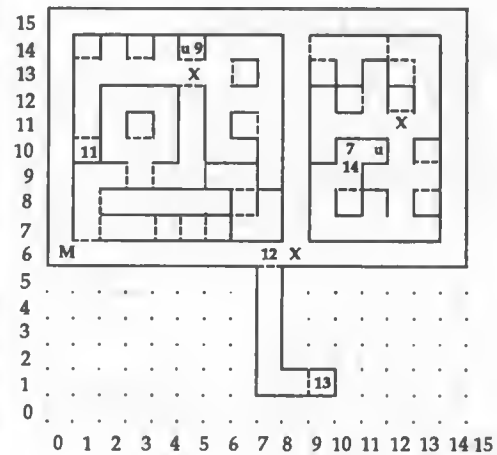


Dynab HQ:
Level Two

Centauri Alliance - Dynab HQ

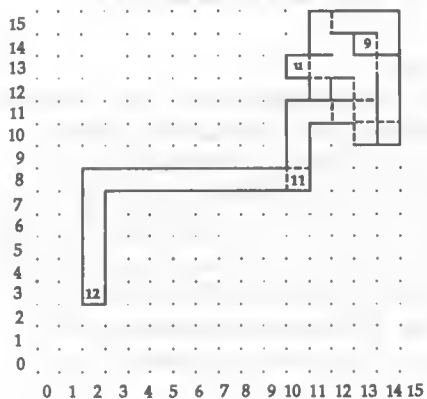
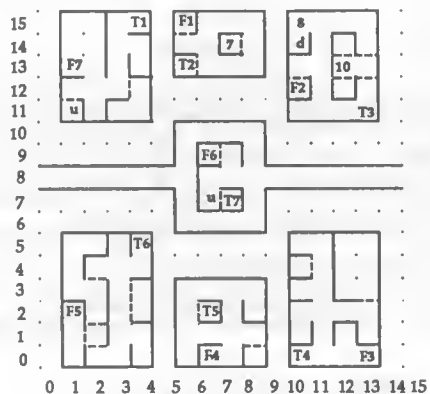
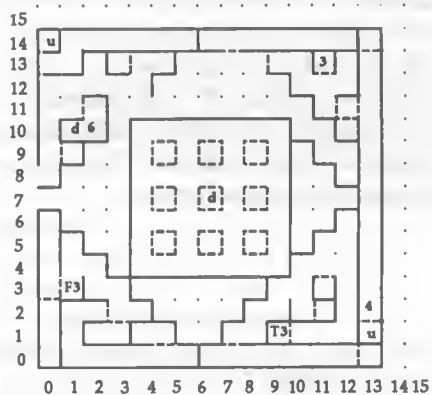
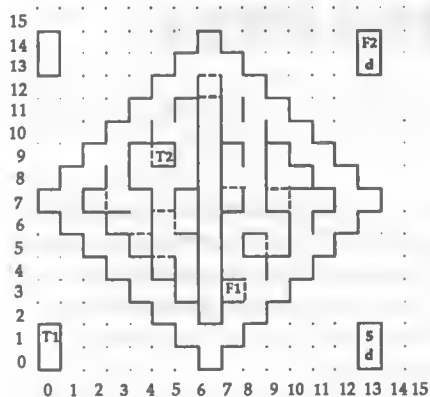


Dynab HQ:
Level Three

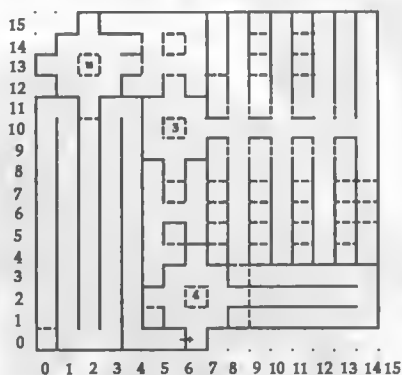
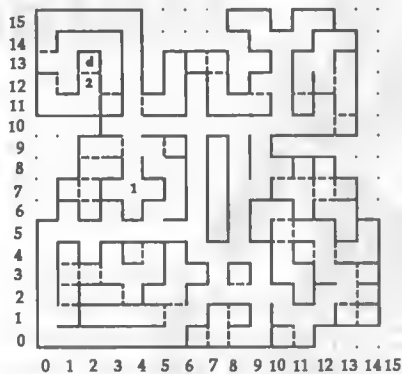


Dynab HQ
Level Four

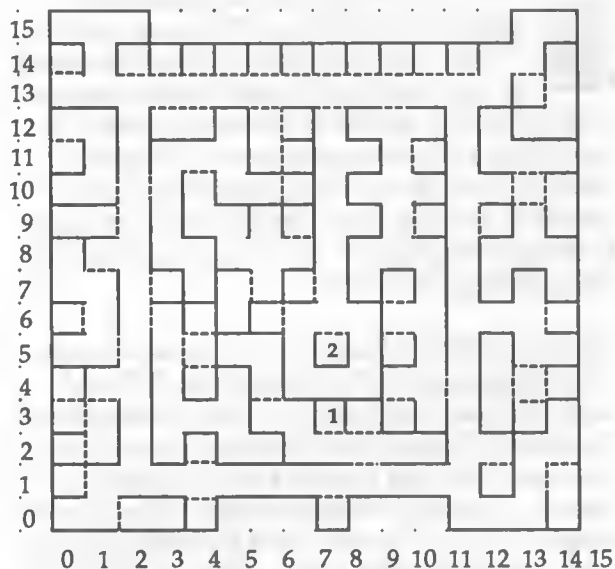
Centauri Alliance - Fractyr Fortress



Centauri Alliance - Fractyr Homeworld



Centauri Alliance - Earth





Chamber of the Sci-Mutant Priestess

with potential actions. This oddball idea turns your brain into the weirdest click-on menu yet!

Combat scenes, while well-animated, don't call for hard-core arcade skills. To make the game more intense, the designers incorporated a one-hour time limit, and you don't get resurrected if you blow it. (You are allowed to save one game in progress on the game disk.)

There's an exuberant comic book feel to *Chamber*, enhanced by luxurious illustrations, startling sound effects, and comic-style word balloons that hold the protozorqs' dialogue. One of the best European imports of 1990, *Chamber* is especially recommended for those with a taste for the bizarre.

In this futuristic yarn from France, you assume the identity of Raven, a mutant "Tuner" who possesses eight psychic powers, such as Sticky Fingers, Brainwarp, and Zone Scan. Your girlfriend has been snatched by evil mutants (lizard-men known as protozorqs, whose name is derived from their deity, Zorq). Hailing from outer space, Zorq is on his way here to conquer the planet—unless you stop him and the protozorqs, of course.

Chamber of the Sci-Mutant Priestess is not a typical roleplaying game, but a hybrid of the RPG and animated graphic adventure whose strong point is its unusual "parser." As in most adventures, you progress by solving puzzles and manipulating objects—an imaginative array of puzzles, from the simple to the inscrutable, await the intrepid adventurer. But unlike other games of this type, *Chamber* never forces you to type in a word or fiddle with icons. Instead, a picture of a brain is displayed (grotesquely) onscreen, its various lobes labeled

Type:
Fantasy Roleplaying

Difficulty:
Advanced

Systems:
Amiga (512K); Atari ST (512K); MS-DOS (512K required, mouse optional), Hercules/CGA/EGA/Tandy 16-color/MCGA/VGA, Ad Lib and compatible sound boards.

Company:
Infogrames/Data East

The Solution

General Tips

In addition to the solutions below, there are many ways to solve each of the puzzles in *Chamber*. You can get new objects by returning to the Protozorq beneath the Trader. Save the game, give a skull to the Protozorq, use the Trader, and pick the object you want. If you change your mind, restore the game and pick a different can/shell. You can trade with other adventurers or attack them with your Psi powers and search them.

Use Psi powers sparingly, or you won't be able to finish the quest.

Be careful when you use the map for compass directions, because when you enter a room, you'll often arrive facing a different direction than you were facing before you entered.

In the Scorpion's Presence

Talk to statue twice. Go to web and crawl on it. Give gmz to mistress. Refuse. Give gmz to blue spider. Return to statue. Put sfe tqjefs in statue's open mouth. Pass trap door.

The Noose

Grab hold of left rope on platform. Push lever. Take left rope. Inspect hollow on platform. Push lever. Exit room.

The Twins

Go to the Source. Read inscription. Inspect fountain. Qsftt the fzf. Fill goblet. Go to the Twins. Open left serpent. Empty goblet in left serpent. Take die. Uispx die. Open right serpent. Put die in right serpent. Go to Who Will be Saved. Inspect serpent's head. Lift the hand on the tip of the pyramid (closest to the front) and the hand in the middle in the back of the pyramid. Press serpent's head. Inspect engraving. Go to Source. Examine cubes on plaque. Lift cube with corresponding symbol.

De Profundis

Wait. Mbttp vertical column. Wait twice. Jump on granite monster. Take rope. Wait.

The Wall

Go zone three. Go left door. Climb on step. Put ebhhfs in slot. Take ebhhfs. Go passage in left wall. Stick hand in deep cavity. Exit passage and exit forward.

Becoming a Divo

Give all five skulls to Protozorq by the Robot Trader. Go to Passage on Faithful on the Ring. Tipx fhh to Guard. If second Guard doesn't appear immediately, wait until he does. Tipx fhh to Guard. Use Psi powers to get Zapstick (Psi shift) and kill him (extreme violence). Enter side passage and go to its end. Pull bolt. Pass bars. Use Psi (extreme violence) on Deilos. Dive in Water. Use Apof tdbo. Go Passage.

Underground

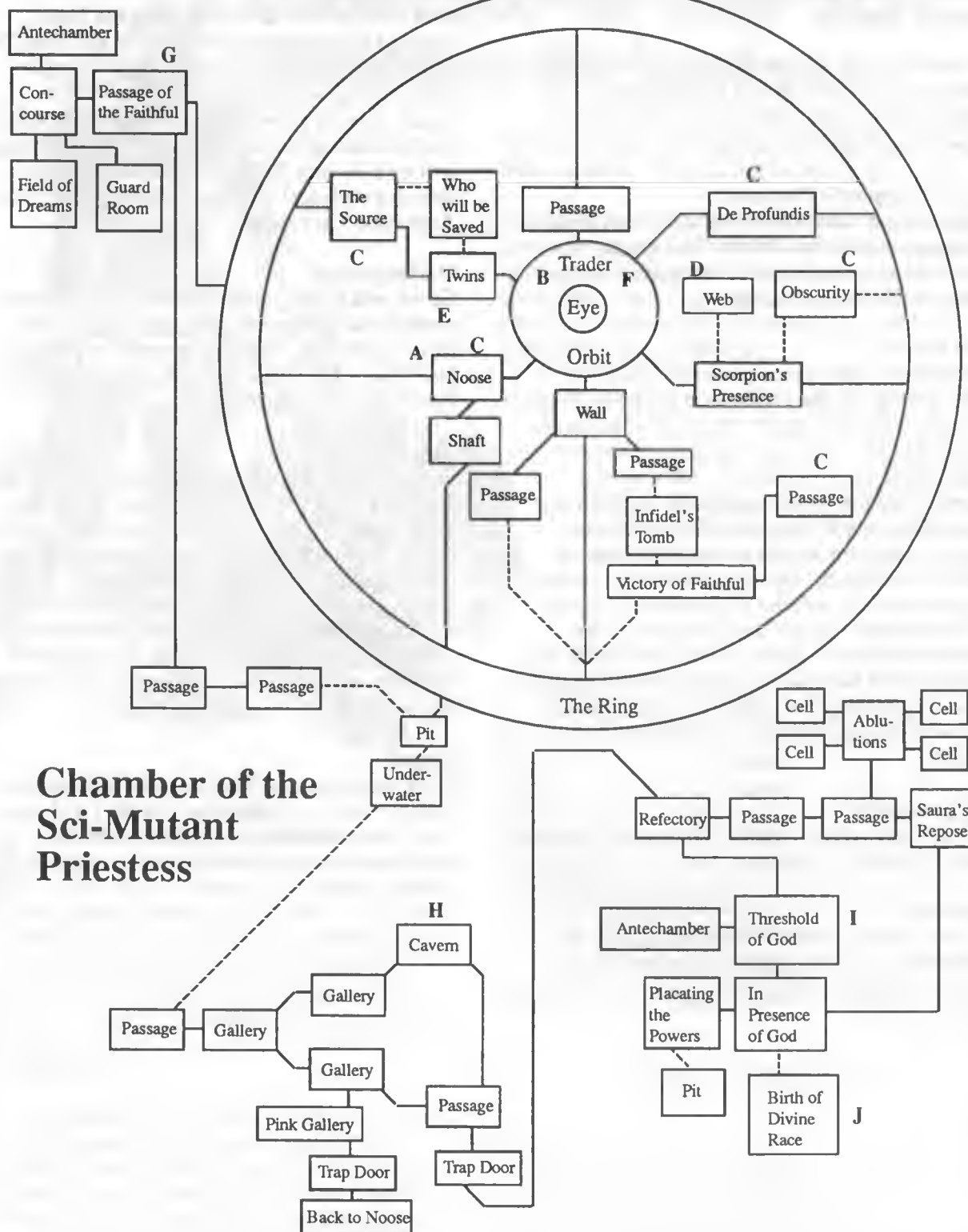
Go left at the first gallery fork until you get to the cavern with Normajeen and Ash. Accept. Tell truth. Apof tdbo. Mjgu tupof tmbe. Inspect inscription. Take flask and bean (leave Zapstick). Go left and through trap door.

The Temple

Go to Threshold of Truth. Kill Priestess. Put fhh in statue's mouth. Inspect lectern. Read scriptures. Take statuette (with Psi shift). Go to Placating the Powers. Attack Priestess. Use qtj tijgu on Saura (twice, getting her blade, then the mask). Csbjoxbsq. Give the gmbtl to her to esjol. Talk to Sci-Fi (until she repeats). Go to In Presence of God. Zone scan. Go to Saura's Repose. Put tubuvf of Tbvsvb in niche. Put npolfz in tunnel. Return to In Presence of God. Wait until panel opens.

Harrsk

Enter secret passage. Talk to Sci-Fi. Use extreme violence on Zorq. Csbjoxbsq Harrsk. Psi shift trap door. Wait until Griich reaches the top of the ladder and turns. Throw tbdsgjdjbm cmbef at Harrsk.



Map Key: Chamber of the Sci-Mutant Priestess

A: Rope
 B: Trader (Fly, Lantern, Goblet, Rope, Dagger)
 C: Skulls
 D: Die

E: Egg
 F: Zapstick (any Guard)
 G: Flask, Bean
 H: Statue (Female)
 I: Sacrificial Blade, Mask

Champions of Krynn

This is an odd addition to SSI's line of gold-boxed AD&D games. Once again, you're up against an evil plot to create hordes of Draconians (you know, those notorious lizard-men that nearly overran the land of Krynn only last year). The quest takes you through outposts and keeps, castles and dungeons. You'll discover Baazs, Bozaks, and Bozos lurking under every rock and behind every door. In order to stop the mad wizard Myrtani and his Red Dragons, you'll have to recover the fabled Dragonlance and complete assorted other mini-quests.

The odd thing is that *War of the Lance* was an action game, while *Champions of Krynn*, the sequel to *Lance*, is a hard-core, six-character RPG powered by a refined version of the AD&D system introduced in *Pool of Radiance*.

Champions dwells on tactical combat instead of joystick action and the subtle plot unfolds in a series of surprising developments. It's too bad more logic puzzles weren't worked into the story. Instead, you'll spend most of your time fighting monsters and mapping mazes. At least some situations are illustrated with full-screen pictures, which are refreshing after all those battles, and you'll see spot animation in the 3-D graphics of monsters and NPCs. The combat system in *Champions* is an improvement over *Pool*. Rarely will you face more than a dozen foes, and most battles are over in less than five minutes. There's also a fresh emphasis on the characters — only a Knight, for example, can complete one quest, and members of a new race, the Kender, come in very handy in certain spots.

If you like a good story, few real puzzles, and lots of combat, pick up your sword and head for Throth.

Type:
Fantasy Roleplaying

Difficulty:
Advanced

Systems:
MS-DOS (512K or 640K for Tandy 16-color, two floppy drives or a H.D. required, mouse opt., CGA/EGA/VGA/Tandy 16-color, Roland/Ad Lib/CMS sound boards); Apple (64K); C-64; Amiga (one-meg)

Company:
SSI/Electronic Arts

The Solution

Character Creation

A good party consists of at least one Knight, three Clerics, two Mages (one white and one red), two Fighters, a Ranger, and a Kender Thief. A Fighter/Mage/Cleric will start very weak, but by the end of the game he or she will be invaluable—make sure you include one in your party. Knights are even more valuable than Fighter/Mage/Clerics, so include at least one Knight. Dwarves are a valuable race because they can be raised from the dead. They make great Fighters.

When rolling a character's stats, be patient. The ideal character should have at least 18 Strength and Dexterity, a low Thac0 and High Damage. Don't worry about other stats unless they are very low. You can raise them if you wish. You must modify your characters before you start adventuring, or their stats will be permanent.



The alignment of characters only matters when choosing which god a particular cleric worships. Majere and Mishakal are the most helpful gods. To worship them, the character must have a Good alignment. Throughout the game, visit Training Halls as often as possible.

Magic

The effects of the moons are non-existent, so ignore them. Make sure you know the range and effects of any spell you cast, so you don't harm your own party members. Every chance you get, memorize your spells. Any scroll you read should be scribed immediately. If you can't scribe it, you don't have enough experience.

Clerical Spells:

There are only a few effective and useful clerical spells.

1st level: Cure Light Wounds (for early in game), Detect Magic

2nd level: Hold Person (doesn't work well on Elven monsters), Silence (15' radius; cast on weak monster that is near a strong magic user and make sure it doesn't affect you)

3rd level: Dispel Magic

4th level: Cure Serious Wounds

Mage Spells:

There are many more Mage spells than Clerical spells, so choose carefully. The best ones are:

1st level: Charm person (on humans only), Magic Missile, Read Magic, Sleep

2nd level: Stinking Cloud, Strength

3rd level: Blink, Dispel Magic (counters Confusion), Fireball (be careful not to fry yourself), Haste (only use in major battles vs. dragons, etc.), Lightning Bolt (will bounce off walls), Slow

4th level: Charm Monster, Confusion, Dimension Door, Fire Shield, Ice Storm, Minor Globe of Invulnerability

Combat

Combat is the most important part of the game. Arrange your characters so that the stronger ones are in the first three slots. They should be Fighters, Rangers, or Knights. Because they are exposed to the most potential damage, give them the best armor. Put Thieves, Clerics, and Mages in the last two or three spaces.

A good front line has one Knight, a Ranger, and a Fighter/Cleric. This way, if your party splits up in the heat of battle, you will always have a Cleric nearby to heal people. Behind the warriors, include your Mage/Cleric/Fighter (slot four), your Kender-Thief and a Cleric/Thief wielding a shortbow.

In this formation, your Mage/Cleric/Fighter will step in and fight if needed, or he can help the front line by barraging the monsters with spells. Your Kender will taunt the monsters into berserker rages and laugh while he drills them with stones. The Cleric/Thief, while ineffective at the beginning, never misses with the bow at higher levels. He can be used to take out unconscious monsters or to interrupt spellcasters.

Some Winning Combat Tactics

Most encounters are in cities and such. Once in a while you may encounter some Hill Giants or a travelling band of Baaz. When you start a battle your party is usually 15-20 squares away from the enemy. Be cautious, because all characters don't have equal movement factors. If the enemy notices one of them lagging behind, they'll surround him.

To prevent this, check the stats of all your characters and find the one with the lowest movement. When you advance your party, move at the speed of your slowest character. If this is too slow for you, wait for the enemy or divide your slowest man's inventory equally among the other party members. Depositing excess steel in the vault at your local Outpost is recommended.

You will find that when you approach a monster it gets a free swing at you. That means they are guarding. To turn the tables, stop two or three squares away from the monster and guard. When he gets close enough, your character will get the free hit. You may also receive a free hit when a monster moves away from a block adjacent to one of your characters. Monsters can backstab you if you move away. *Never* turn your back to a monster.

Attacking on a diagonal improves your chances of hitting a monster. Take out enemy Mages and

Clerics first, because one lucky spell can turn an easy battle into a nightmare. Evil fighters are very sensible: Surround a small group of them, and they will surrender. Stronger foes should be eliminated first. Try to position a Thief behind monsters to backstab, and put a Fighter in front to hold their attention. A sleeping monster can be used as a shield. Move diagonally whenever possible. In auto-mode, Wizards like to use up their spells on easy monsters—it isn't worth the convenience.

Monster-Specific Tactics

These tips will help defeat the few really tough monsters in the game. White Dragons may seem dangerous at first, but one or two sword slashes will finish them off. Against Evil Dragons (all non-white Dragons), the first few moves of a battle are the most important. You can't let them attack. A Fireball is the most effective weapon, so cast one or two right away if you can. You may have to sacrifice a few Hit Points to destroy them.

If you have the Dragonlance, you can hit for a maximum of 99 HP. Magicians usually have good saving throws and low HP, so hand-to-hand combat is their weakness. Clerics are nothing without their Undead Henchmen, so a good Turn Undead spell will disable them. Keep interrupting their spells, or you could get hit with a Hold spell. Stay away from Giant Snakes — use missile attacks. Avoid Death Knights until you reach level six; then surround them with Fighters and hack away.

Draconians are a different story. All are very spell-resistant, so don't waste magic on them unless advised otherwise here. Baaz are the weakest Dracs. If one takes your weapon during battle, be sure to re-ready it. A Bozak can easily disable a party with a well-placed spell. Cast a Silence 15' Radius on a weaker creature near the Bozaks. Finish off Kapaks quickly, or you may find half your party paralyzed in half a round. A Lightning Bolt will take care of four or five at a time. Sivaks are powerful fighters that put up long grueling battles. Nose-to-nose combat is most efficient. Avoid Auraks whenever possible. Their spellcasting abilities are lethal to anyone who gets in their way. When you kill one, move away as fast as possible: They explode after three rounds.

Throth and the Temple

From (A), go straight north until you hit the north wall, then go west to 0,0. Beware of trap at (B). Go to 2,0 and move south to find two scrolls at (C). Go east to the Kender at 3,2. (You may want to accept him as a party member but it's not required.) Go

south to 9,0 and east to 3,9. Watch out for Draconian Ambush at (D). Travel southwest to 11,6 and rescue Caramon (E). There is treasure at 11,1. The Head Cleric is at 13,14 (F) and has a vital key. After getting it, go east until you hear the Draconians (G). Eavesdrop and attack! Go north and enter Temple at (H) and proceed to 12,7 (I). Prepare for a very tough battle. Memorize and use Charm and Sleep spells. After the battle, follow the Draconians into the Catacombs. The entrance is at 0,9 (J).

Catacombs

This is a long, boring maze with few surprises, so take the shortest possible route through it. Near the middle of the main east/west tunnel, you catch up to a group of Dracs carrying eggs (A). In the next room there is an illusion (B) behind which another group of Draconians is waiting in ambush. Defeat them, and you will find a Wand of Fireballs (C) and other magic items in the next room. Save the Wand, which you'll need on your next mission. Follow the map until you enter a room covered with stalagmites. Be careful not to get lost. At the very end, two White Dragons (D) try to stop you, but they are easily defeated.

Gargath

As you enter the gates, tell the guards that you are Merchants (high Charisma makes a difference). Accept the hoods and follow the advice of the rebel leader. Before entering the Keep, use the stairs (west or east) to climb onto the walls. Move to the room northeast of the gate west of the eastern stairs. Attack the guards and Ogres to get Plate Mail and Ogre Power Gauntlets. Now enter the Keep.

The Keep

Follow the map in Journal Entry #23 to find the secret door into the Keep. It is heavily guarded by Dracs, so be careful. Use the map from Journal Entry #72 inside the Keep. Secret doors are usually found near the X's on this map.

On the first floor, a secret door in the northeast corner allows you to enter and leave without going through the town. Locate it before you go any further.

The second floor is empty except for a dying prisoner (first jail cell on your right) and the Castellan (southeast room); see them both for information.

The third, fourth, and fifth floors are empty.

The sixth floor is where the Castellan hid the Dragonlance, but it is no longer there. Myrtani has replaced it with cursed weapons. In the next room use one or two Fireballs on the mob of Draconians. It is a tough battle, but you should win if you make effective use of the Acid Puddles left by Kapaks.

Hurry up the next four floors, polishing off Dracs as you go. *Do not use the Wand of Fireballs as you go!* When you reach the top, use your Wand and then have your Fighters bash the Dragons. The Dragons' acid is deadly, so don't take too long.

Tomb of Sir Dargaard

Here your Knight must complete three tests to receive the great device protected by the spirits of Sir Dargaard and his company. Only a Knight can do this, but don't attempt to complete all three without exiting to heal and save the game. On the Test of Courage/Bravery (A), walk right through the flaming rings (B); the last one (C) will not kill you. In the Test of Honor/Sacrifice (D), get the Longsword +5 at (E) and give to the man surrounded by Wolves at (F). Answer all questions honestly and make honorable choices. For the Test of Combat Skills (G), fight the bats. Skeletal Knights are tough, so save after the battle. The Skeletal Dragons are even tougher, so be prepared to try several times. They have low armor classes and a lot of HPs. But they have no Magic or breath weapons. Claim your prize at (H). Only Knights can wear the armor, and the sword is very helpful. Prepare to fight your way out. The place is crawling with Dracs.

Ogre Base

Before entering the manor, talk to the Old Ogre in a building near (A). Use his sign to avoid the guards. In the southeast corner of the manor are Morog's rooms. Take the paper (B), which is evidence against him, and money (C). Now go to the northwest corner and attack the assassins (D). They have a very powerful Aurak with them, so concentrate on him. Silence 15' Radius works very well. After slaying the assassins, interrupt the Ogres' meeting (E) and kill the traitors. Make an alliance with Gravnak.

Jelek

Skyla is an evil magician bent on killing you. After you shop and get some rest, go right to the X on the map from Journal Entry #45. Skyla's buddies ambush you. Let the Thief join your party, then go to the Burial Glen. Enter the office in the southeast and read the letter. Go to the northwest corner by the empty tomb. Prepare for a Dragon attack. Pick

a rose for Sir Karl. Take magic items from tomb and leave.

Neraka

Go with Maya, a Silver Dragon who is very helpful in combat. She'll lead you near the entrance to the Draconian Base (A). Explore the base and find the dungeon entrance (B), where Sir Karl lies. Descend. As you enter the dungeon, there are rooms on your left and right. The rooms on your right are empty except for a few torture victims. The prisoners are to the left. Do what Tanis (C) tells you. Free the slaves, then kill the Prison Lord (D). In the southeast corner of the dungeon are some Green Dragons (E). Kill them, go northeast, take the dragon eggs and leave.

Southern Outpost (#3)

This map is provided in Journal Entry #13. Go with the guards to see the "Commandant." Then walk around to arouse some suspicion. Walk through the area between the store and the Armorer's Shop. A man should tell you to meet him in the Inn. Go to the Inn. Rest and go north up the alley between the Inn and the Tavern. Kill the Dracs, and enter the house right in front of you. Save the children inside and go through the secret door into the prison (it is marked on the map). Kill the "Commandant" and make quick work of Jedefang and all his buddies.

Sanction and the Ruins of Huerzyd

Capture and interrogate the three Thieves who hang around the areas marked (A). In the southeast corner is a room full of Thieves (B). Steal their treasure, which is worth a lot. Then go to the docks on the far west side of the city. In a warehouse there, a woman (C) is being attacked by Minotaurs. Save her, and she'll give you an amulet at (D). Go to the Ruins of Huerzyd (E) and check out (F). Slay monsters at (G), then take the tunnel at (H). At the far east side of the ruins, the Shadowpeople will communicate with you (I). Follow their instructions. At the end of the tunnel, you will find yourself in the Temple of Duerghast.

Temple of Duerghast

Follow the map in Journal Entry #63 to find the Dragonlance. Either go to the southwest corner of this area to enter the Temple, or go through the door on the right at the south end of the four-square room and explore the halls until you find a portal and enter, which should port you to the northeast of the Temple. Slay Skyla, found in the northeast or north-central part of the temple, then kill the Blue Dragons and take the eggs at 11, 0.

Now head north into the arena. Save the game. Go to the upper level of the arena, where you will find Sir Lebaum. Use Fireballs, Ice Storms, and the Dragonlance to defeat him. He is a very powerful Magic User and gets three attacks per round. After you kill Sir Lebaum, run down his messengers, then fly on the dragons to Kernen.

Flying Fortress

The Kender that joins your party helps you from here on. All you have to do is follow his instructions. Climb up the tower he tells you to climb (prepare for at least three battles with Red Dragons on your way up). When you reach the top, read the scroll for the Kender. He will control the fortress and collide with another flying fortress destroying them both. After the impact, make your way down through the tunnels. You will find some soldiers wearing uniforms. Kill them and take their clothes. Fly down to Kernen on the backs of the Evil Dragons.

Kernen Base (Journal Entry #81)

Go to the meeting in the northern building. Tell the humans your story, and you will gain their support. Then find the Ogres (two rooms south of the meeting room) and get their help. Enter the other buildings: Two of them are Draconian barracks that you can set afire; the other is a training hall. Weaken the security of Myrtani's hideout by keeping the Dracs busy. The alliance with the Ogres reduces by half the number of Red Dragons guarding the gate to the mansion. Giving the Crown (from 9, 14) to the Dragon at 11,2 will also reduce their numbers.

In the mansion, enter the Laboratory (A). Make a salve to protect yourself from injury when passing the Guardian. Go west, then south. Kill the Dragon Master (B) and his Trainees with two Fireballs. Go through the passage to Myrtani's room. Kill him (C) and rescue Maya. Myrtani is just an Aurak. By now you should be so powerful that Auraks are fairly easy to kill. Drink the potions and go to the next room. There you will find three 70+ HP Red Dragons (D). Have a Fighter wield the Dragonlance and use Resist Fire spells before the battle. Beat the dragons and you win.

Map Key: Champions of Kryn

Due to the interactive nature of this story, some people and events may not always happen in the same place noted on the maps. If you've already entered an area and interacted with NPC's or monsters, for example, events may occur in a slightly different order or fashion. The solution and map key will still enable you to get past the quest's major stumbling blocks.

Throtl

- A. Entrance
- B. Trap
- C. Scrolls
- D. Draconians
- E. Caraman
- F. Head Cleric, key
- G. Eavesdrop and attack Draconians
- H. Temple Entrance
- I. Battle
- J. Catacombs Entrance

Catacombs

- A. Dracs with eggs
- B. Illusion and ambush
- C. Wand of Fireballs
- D. White Dragons

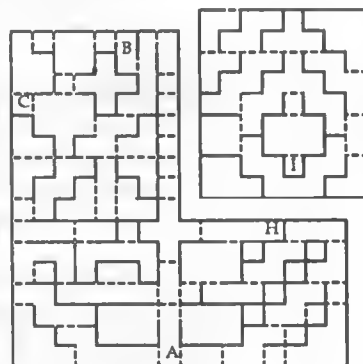
Tomb of Sir Dargaard

- A. Test of Courage/Bravery
- B. Flaming Rings
- C. Last Flaming Ring
- D. Test of Honor/Sacrifice
- E. Longsword +5
- F. Man and Wolves
- G. Test of Combat Skills
- H. Tomb of Sir Dargaard (Magic items, armor, sword)

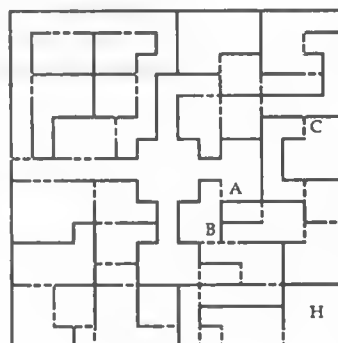
Ogre Base:

- A. Old Ogre and Secret Sign
- B. Paper
- C. Money
- D. Assassins
- E. Ogre's Meeting

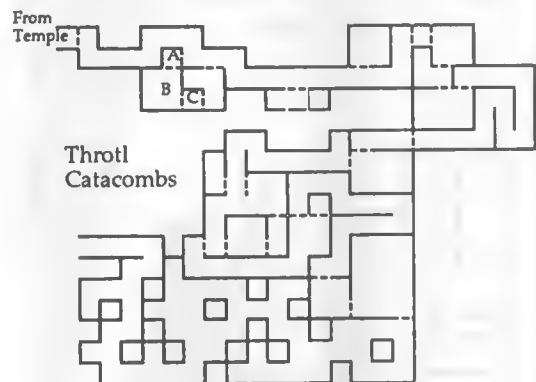
Champions of Kryn Map 1



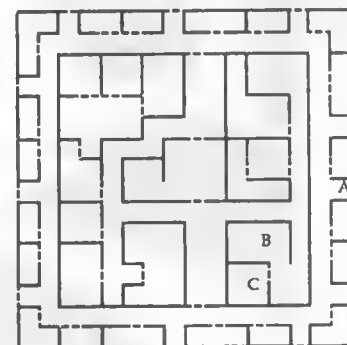
Throtl and Temple



Tomb of Sir Dargaard

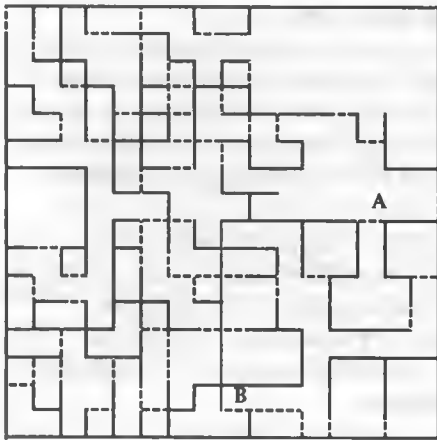


Throtl Catacombs

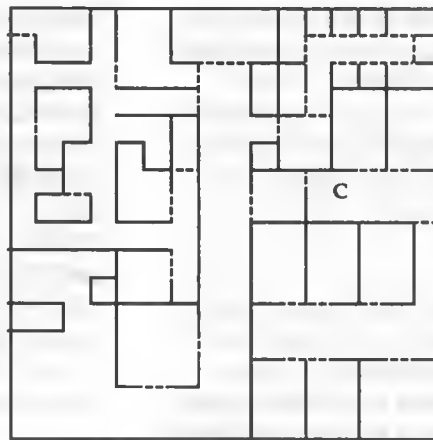


Ogre Base

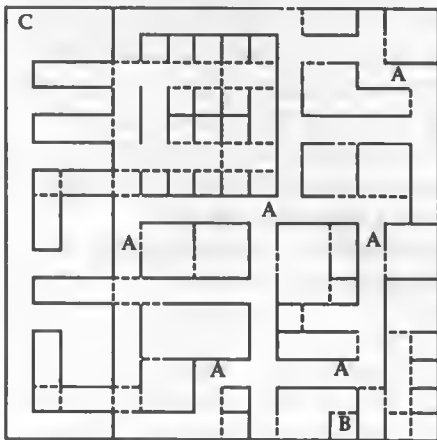
Champions of Krynn Map 2



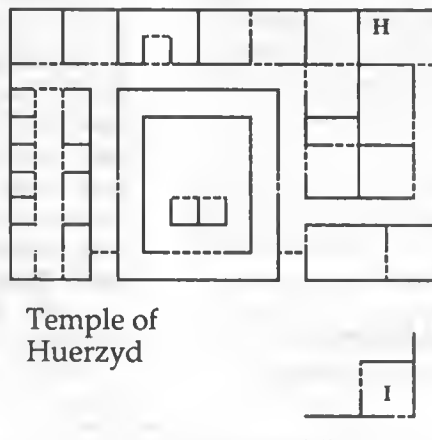
Neraka



Neraka
Prison

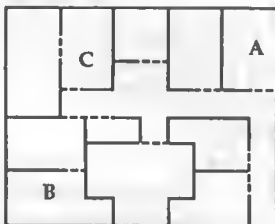


Sanction



Temple of
Huerzyd

Tunnel to
Duerghast



Keren
Base

Map Key: Champions of Krynn
Due to the interactive nature of this story, some people and events may not always happen in the same place noted on the maps. If you've already entered an area and interacted with NPC's or mansters, for example, events may occur in a slightly different order or fashion. The solution and map key will still enable you to get past the quest's major stumbling blocks.

Neraka

- A. Entrance to Draconian Base
- B. Dungeon Entrance, Sir Karl
- C. Tanis
- D. Prison Lord
- E. Green Dragons, exit

Sanction, Huerzyd, Shadowpeople Tunnel

- A. Hangouts of three Thieves
- B. Thief's Hideout and Treasure
- C. Woman and Minotaurs
- D. Amulet from woman
- E. Ruins of Huerzyd Entrance
- F. Information and Treasure
- G. Draconians
- H. Tunnel to Shadowpeople
- I. Shadowpeople talk to you

Kender Base

- A. Lab and Salvage
- B. Dragon Master
- C. Myrtani
- D. Three Dragons

Conquests of Camelot: The Search for the Grail



While countless computer adventures have been inspired by the legend of the Grail, none has so richly and authentically captured and conveyed the atmosphere of the days of Arthur as *Conquests of Camelot*. You wear the robes of King Arthur himself, on his quest for the Holy Grail, a quest to save Camelot.

As you seek the cup, you must rescue a couple of your knights, Sir Launcelot and Sir Gawaine. Saving Gawaine involves besting the Black Knight in a mini-arcade game of jousting. This and other arcade games in *Conquests of Camelot* are not as frustrating as in most Sierra adventures, for this time you can adjust their difficulty levels.

Other innovations include an aerial view map of your castle and the land of Britain. To travel from one town on the map to another, you click on your desired destination. This is a lot faster than walking across a dozen or so screens as in previous Sierra games.

In addition to arcade games and logic puzzles, author Cristy Marx stocked *Camelot* with a raft of riddles. You receive three individual scores (for Skill, Wisdom, and Soul), based on your proficiency in related aspects of the quest.

Elaborate graphics, rippling animation, and evocative prose are supported by a stirring musical score played on zithers, lutes, flutes, and other period instruments. Marx and her husband, Peter Ledger (who did the game's artwork), are zealous students of Grail lore who tried to make their tale as accurate as possible. If you've only got enough gold for one adventure based on the Grail legend, make it this one.



Type:
Animated Adventure/Roleplaying

Difficulty:
Intermediate

Systems:
MS-DOS (512K required, 640K on PCjr, 8 mhz or better and hard disk recommended, mouse/joy-stick optional, CGA/EGA/MCGA/VGA/Hercules, Roland MT-32/Ad Lib/Game Blaster/IBM sound boards); Atari ST (512K); Amiga (512K); Macintosh
Company:
Sierra, Inc.

The Solution

Camelot: the Queen and the Treasurer

Dress. Get purse. Leave. Walk to upper right circle. Enter Queen's Bower. Walk to rosebush. Get rose. Talk to Gwen (three times). Ask about Launcelot. Kiss Gwen. Leave. Walk to lower right circle. Enter Treasury. Ask Treasurer about Gawaine. Give purse. Get gold. Get silver. Get copper. Get purse. Leave. Walk east to Merlin's room.

Merlin's Room and the Chapel

Walk to chest on right. Open chest. Get lodestone. Read scroll on table. Walk to map and look. Ask Merlin about people, places, and things. Leave. Walk to upper left circle. Enter Chapel. Walk to right altar. Kneel. Give one gold. Stand. Walk to left altar. Kneel. Open purse. Give one gold. Stand. Leave. Walk to Merlin's Room. Talk to Merlin. (At various points later on, you can return and ask him about things for more clues.) Leave. Return to Treasury and fill your purse again. Walk to Courtyard (between lower left and upper left circles). Talk to guard (twice). Ask about Galahad. Mount horse. Leave through left gate. At map, go to square just above and to west of Camelot (Glastonbury Tor).

Glastonbury Tor

Ride to shrine and small statue. Open purse. Give one copper. Ride west. Ask about Gawaine. Open purse. Give one copper. Buy spear. Open purse. Give one gold. Buy pelts. Save game. Ride west. When your mule bolts, keep riding west. When the boar appears, thrust your spear just before it's about to gore you. Ride west. When the crow first talks to you, move up. Answer "yes." Ride to the

skeleton. Get sleeve. Save game. Walk east. Say "yes."

The Black Knight and Gawaine

When jousting with the Knight, aim for the blank area just left (*your* left) of his shield. Hold shield up. Hold lance to right. When Knight nears, swing lance to far left. When you win, ride east. Dismount. Walk to Gawaine. Look Gawaine. Cut shackles with sword. Put Gawaine on horse. Walk east. Walk east till the hag starts talking. Give sleeve. Read runes. Walk through opening in north.

The Riddles

Save game. Talk to stone. You must answer five riddles, which vary. Some answers are: always useful, ofu; drive men mad, hpme; bright as diamonds, tfb; seen in water, cmvf; lovely and round, qfb sm; turn around once, lfz; have three lives, xbufs; go in circles, mpeftupof; you'll break me, ifbsu; when young, xjof; always hungry, gjst; see nothing else, njssps; measured in hours, dboemf; sound of me, tpoh; no locksmith made key, sjeemf; full of holes, tjfwf; points that downward thrust, jdjdmf; dream or stamp feet, nvtjd; skin inside, hmpwf. Upon success, step through barrier.

At the Ruins

Walk north (twice). Talk to Monk (twice). Ask about Grail. Walk north. Save game. Draw sword. Hit the real monk three times to kill him. Walk south (twice). Open purse. Give six silver. Walk to altar. Take key. Walk north. Unlock well. Open well. Feel in well. Get Crystal Heart. Walk east (twice). Walk south. At map, go to square at very top of screen.

Ot Moor

Walk east. Walk north. Say "mpwf jt nz tijfme." When the Red Rose appears, follow it closely, always remaining within its boundaries. Do so until you reach the steps. Walk north. Look. Talk to lady. Give heart. Release Launcelot. Begin the test. Walk to bush. Look bush. The riddles vary each time, and you must refer to the list in your game manual to pick the best flower (since this constitutes the game's copy protection, it cannot be revealed here). When you succeed, you'll be transported outside. Walk west, then west again from the map. Press down (twice) to reach Southhampton.

Southhampton

Talk to man. Ask for passage to Gaza. Book passage to Gaza. Open purse. Give two gold, four silver, five copper (or three gold).

Gaza

Go with boy. Drink Qahwah. Eat fig. Ask about Grail. Ask about Aphrodite (copy the symbols the Master draws in the sand). Ask about Astarte. Ask about Athene. Ask about Ceres. Ask about Isis. Ask about Venus. Ask about Vesta. Ask about Launcelot. Ask about Jerusalem. Stand. Leave.

Desert

Hire man or ignore him and walk east, east, south, east. Follow Jabir until you get to the water hole. Look water. Look mule. Draw sword. Walk east (around the skeleton). Walk north. Climb small steps. Walk down steps into aqueduct. Look. Drink water. Climb steps. Walk north. Look. Walk north.

City Gates and Jerusalem

Walk north but don't draw sword. Talk to man. Give four coppers. Walk west (carefully). Walk north. Walk west until man approaches you. Draw sword. Walk north through gate. (Your purse will be stolen — this is unavoidable.) Note Weapons Shop and woman in window (Mari). Look. Talk to man. Sell mule. Walk south. Walk west. Walk to woman selling apples. Talk to woman. Buy apple (but don't eat it). Open purse. Give one gold. Walk to man next to apple vendor. Talk to man. Ask about oath. Ask about saint. Buy herbs. Open purse. Give one silver. Buy charcoal. Open purse. Give two coppers. Walk west. Talk to butcher. Talk to man (left of butcher). Ask about relics. Say Elzer (any saint's name, such as Peter or Paul, seems to work). Open purse. Give one gold. East. Give relic to man. Cross street. Talk to man (on left). Buy mirror. Open purse. Give two silvers. Talk to fish dealer. Give herbs. Walk east until you meet leper (beggar). Talk to leper. Give charcoal. Walk west. Knock on door. Give broom. Enter inn.

Next Day in Jerusalem

Walk west. Talk to man (on right). Buy grain. Open purse. Give three coppers. Return to woman selling felafels. Talk to woman. Open purse. Give one copper. Walk to boy. Give felafel. Talk to (textile) man. Go to Weapons Shop. Call Mari. Ask for veil. Give mirror. Throw mirror to Mari. Get veil. Give veil to textile man. Walk left (twice). Buy lamb (from butcher). Open purse. Give six coppers. Walk east (twice). Give lamb to woman. Cross street. Talk to woman (with dove cage). Throw grain in cage. Cross street. Walk west. Talk to

woman (apple vendor). Get elixir (but don't drink). Walk west (twice). Knock on door.

Fatima

Look woman. Talk to woman. No. No. Ask about Grail. Ask about Galahad. Ask about test. Give purse. Save game. Walk in door. To pass the test you must have the game manual and know the symbols of the goddesses. First pick a niche and match a goddess with the description in the manual. Then match the goddess with her symbol and place that symbol in the niche. Do so for all the niches. After the test, ask about the Hierophant. Leave. Cross street. Talk to leper. Open catacombs.

The Catacombs

Walk west. Look spirals. Walk north. Walk east. Use ~~txpse~~ to get necklace. Walk north twice (to tomb). Walk closer to tomb. Look in tomb. Take golden apple. Walk next to inscription. Read inscription. Walk west. Walk east twice (to Galahad). Give elixir to Galahad. Walk west. Walk north (twice). Walk east. Walk south. Walk to statue. Put golden apple in hand. The questions vary, and you must use the game manual to answer. (The answers are in the section called 'The Mythology of Aphrodite.') After the test, write down directions. Save game. Use Lodestone (which always points north). Follow the directions, using the Lodestone at *each* location. Examine skull. Enter secret passage.

The Temple

Walk west. Walk south. Walk east. Save game. Eat apple. Wear helmet.

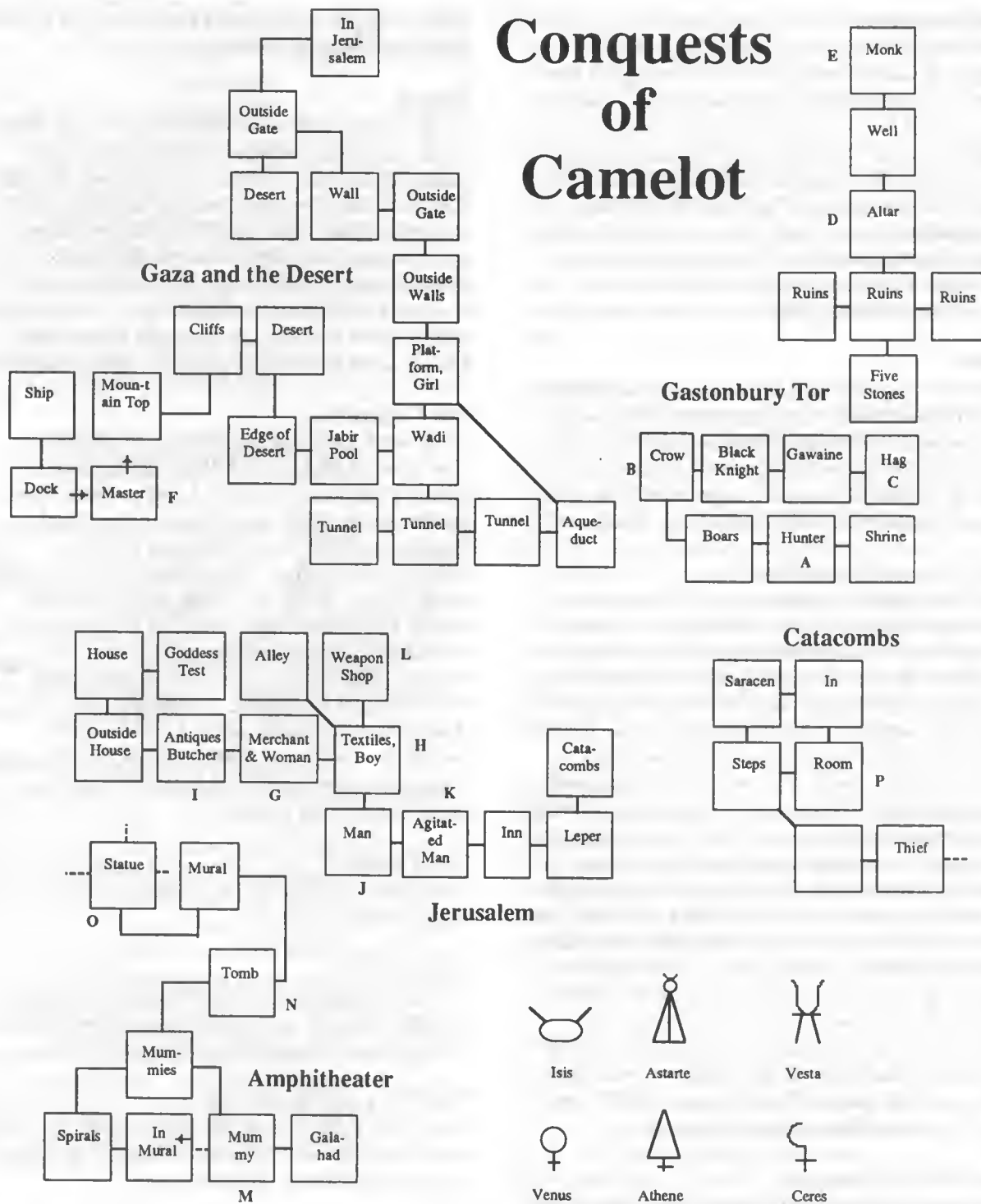
Saracen Battle

An effective strategy is to defend yourself most of the time, striking at the Saracen at the same time he strikes at you. Great blows are most effective.

The Dove and Aphrodite

Free dove. Follow dove. Listen to Aphrodite. Walk east. Push second pillar from the top of the screen. Follow thief closely. Take the Grail.

Conquests of Camelot



Map Key: Conquests of Camelot

Objects found in Camelot, not mapped here, include the rose (in rose bush in Queen's Bower); the money from the Treasury; and the lodestone, scroll, and map in Merlin's room. In the Catacombs, dotted lines indicate secret passages.

A: Spear, Pelts

B: Sleeve

C: Runes

D: Key

E: Crystal Heart

F: Fig, Qahwah

G: Apple, Herbs, Charcoal, Lamb, Elixir

H: Felafels

I: Relics

J: Mirror

K: Grain

L: Veil

M: Necklace

N: Golden Apple

O: Dove

P: Grail

Set in TSR's Forgotten Realms game world (the same world as SSI's earlier *Pool of Radiance*), *Curse of the Azure Bonds* tells a seemingly fresh story: Your party members awaken to find their arms emblazoned with glowing tattoos. These magical sigils bend them to the will of unseen wizards who force them to commit evil acts (such as attacking the King!). In addition to slaying different wizards to remove each of the bonds, your team must round up the Helm of Dragons and two other artifacts.

The story seems fresh, but when you reach the endgame, you find the plot relies on a hackneyed, monster movie motif: Tyranthraxus, the fiend you assumed was killed at the end of *Pool*, is back with a New Master Plan.

In the end, the plot offers nothing new, and, similarly, the game system, which has first-person dungeon graphics and aerial-view combat arenas where your characters and the monster are portrayed and moved individually, contains no significant new features. The designers *did* implement a Fix command, which tells your Cleric to auto-cast enough Heal spells to cure the entire party, conveniently bypassing the need for you to manually have him Memorize, Rest, and cast them.

Like *Pool*, *Bonds* focuses on tactical combat rather than puzzle-solving—there's lots of combat, and some encounters take hours to complete. Also like *Pool*, *Bonds* is a magic- and hardware-heavy environment, with dozens of different swords, missile weapons, and spells drawn directly from the *AD & D* paper and pencil game. It's recommended only for adventurers who love war games, for the experience is one of casting spells and swinging swords instead of blasting away with artillery and rifle fire.

Type:
Fantasy Roleplaying

Difficulty:
Advanced

Systems:
MS-DOS (512K and two floppy drives or a hard drive required, 640K for Tandy 16-color, mouse optional, CGA/EGA/VGA/Tandy); Apple (128K required, joystick optional); C-64 (joystick optional)

Company:
SSI/Electronic Arts

The Curse of the Azure Bonds



The Solution

A number of dungeons and special events are not necessary for completing the quest and have not been addressed or mapped in this solution.

Character Creation

Include several humans in your party—they can advance to higher levels than other races and then switch classes. Be sure to include a female Elf for the special quest in the caves near Hap. For lots of gold, visit the Nomad Camp and accept the leader's invitation.

Combat & Magic

Most of the tips in the *Champions of Krynn* solution are applicable. Magic-users and Thieves should wear bracers for armor. The key to victory is the Dust of Disappearance, found in the Thieves' Treasure Room. Use it before a battle. Duplicate this and other special items. For example, after defeating the Dark Elf Lord in the Wizard's Tower, give the +3 Plate and +2 Shield to a character. Save the game, then reboot. Load the saved game and remove one character from the party. Add an extra one. Transfer armor and shield to the extra character. Transfer items to party members. Drop the

extra character to your back-up disk. Add an extra character from the original disk and repeat the process until all party members have duplicates of the items.

Tilverton

After exploring the town, head to the bar for tips and a Journal Entry. Visit the Armory and gear up quickly — things start happening fast when the King's carriage arrives (A). Defeat the guards, then head for the nearest alley and follow the Thief. Meet the Guildmaster (B), then join the fight with the Fire Knives. Explore all rooms, especially the Treasure Room (C) for the Dust of Disappearance, then head to (D) and enter the Sewers. Explore all rooms here to obtain experience points and magic items. Find the Training Hall (through secret entrance on east side of hall in third section of Sewers) to advance your party. Exit the Sewers into the Fire Knives' hideout.

Fire Knives' Hideout

Explore every room to obtain special items and experience points, especially locations (A) through (E). Defeat the Checkpoint guards (F), then camp and save the game. Cast spells to lower Thac0 and gain saving throws. Finish off the leader (G), then head outside.

Across the Land

Visit taverns and obtain tips in all towns except Yulash and Zhentil Keep. Go to the Standing Stone, where you'll be directed to the Red Wizard's Tower. Don't go there yet. Instead, earn more experience points and treasure by patrolling the forests and slaying Ettins, Displacer Beasts, Dragons, and Griffins. Also travel between towns along the trail and wilderness routes to find special detours. In the wilderness between Yulash and Voonlar is a cave with several magical items.

Headed for Hap

When your party has hit at least eighth level, head for Hap, a small village south of the Stone and Essembria (not mapped here). Take AC4 Bracers and extra Darts or a Staff Sling +1 (give the weapons to Akabar when he joins your party). Defeat Dark Elf patrols and go to the Inn, where you meet Akabar. Don't leave town until after the battle in the barn. Fight at least six patrols before going to the barn in the south part of town. Enter the barn and defeat Efreet. After the battle, heal up and head for the wilderness and the cave (directions are found on Efreet's body).

Cavern After Hap

If you choose not to enter the cave, Akabar will leave the party. If you have a female in the party, see Silk (A). Regardless, visit the Salamanders (B) and talk Sly into opening chests for gold and experience points. Then go to Crimdrar's Lair (C). A Confuse spell occasionally works on him. Have most characters surround him and hack away. Then head for the Wizard's Tower at (D).

The Tower of the Wizard

Attack the Wizard. After defeating the first wave of guards, head downstairs to level one (the roof isn't mapped here). The Dark Elf Lord (A) is tough: Surround and hack away while casting Lightning Bolts and Magic Missiles.

At the Trial of the Sphere (B), have Akabar represent you. Go to level two via (C). Pass through the Illusion (D) and defeat the Dark Elves and Owl Bears (E) guarding the stairs. Take the stairs to level three. Visit rooms (F), (G), and (H) for experience and treasure. Go to level four via (I). Head for (J) and defeat Draconis and obtain Wand of Ice Storm, Wand of Fireballs, and other magic items. Exit via the door at (K).

If you saw Queen Silk and have the pod from (G), take it to her. Go to the Standing Stone, where you'll be told to seek Green to the northwest. At this point, you should wander the countryside to find special events and engage in battles to strengthen the party.

Yulash

Sneak into town. Watch for Pits. If caught by Red Plumes, go to the Commander's Office and talk Nice. He'll probably give you access to the city; if not, fight your way out of the Office. You'll meet two Keep Monsters and Shambling Mounds galore in Yulash. Neutralize the Keep Monsters' magic when fighting them; Ice Storm and the Defoliation Wand work well on Mounds (from which you get the Wand of Defoliation and Wand of Lightning Bolts). Head to the Pit in the NW corner of town.

The Pit of Moander

Get Alias and Dragonbait (A) to join the party by telling them your story. Then fight the Cultists and the Slug at (B) and tackle Mogion at (C). There are two waves of attacks here, so don't waste all your spells on the first one. Exit the Pit after victory.

Zhentil Keep and Dexam's Shrine

At the Standing Stone, you'll be told to seek Black to the north. Go to the Keep and visit the Magic

Shop (A) for Hornet Darts and Magic Arrows. Meet Ruskettle (B), who takes you to Dimwart's Cell (C). Explore the area before going through the secret door (D) in the west wall. Try the Trap Door (E) to get the Wand of Paralyzation. When you meet Dexam at (F), the fun begins. Say "Yes," and she'll take you to her temple (Dexam's Shrine on map from Journal Entry #59), where you'll fight her guards. Use Fireball Wands and heavy offensive spells to defeat the five waves of Minotaurs and Clerics. Exit temple through the southwest door on the same map and meet Dexam at the area marked "Minotaurs." Defeat Dexam, exit, and go to Standing Stone to meet the Evil One himself.

Myth Drannor

Don't rob the graves here; return any bodies you find to their graves. Use Fighters against Rakshasa. If you don't loot graves, you'll get special weapons

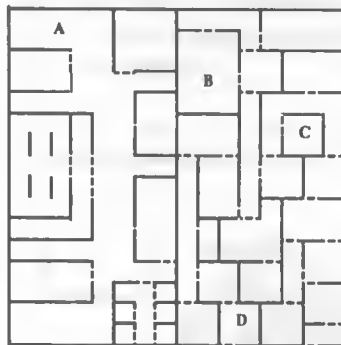
to use against Rakshasa; save these weapons for the Ruins, if you want to fight the Rakshasa. For experience points and gear, visit sites (A) through (G). Enter the Ruins by going east through the woods to the next area.

The Ruins of Myth Drannor

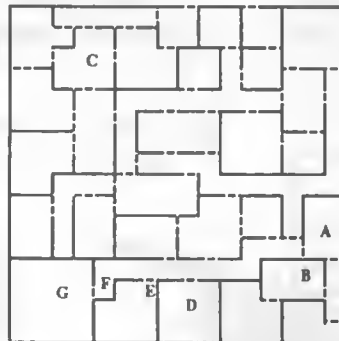
Talk Nice to Rakshasa patrols and offer gold. You can get some gold by helping the man at (A) and by going to (B). Also visit (C) and help this individual fight at the warehouse, which you can then loot. Head north to (D) and the Temple.

The Temple of Tyranthraxus

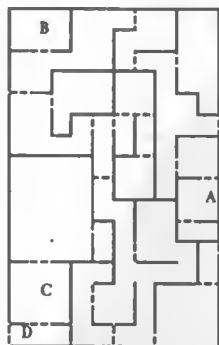
After defeating the minions at (A), go to (B), and up to level two. Tackle Tyranthraxus at (C). Clear out any Margoyles and High Priests with Fireball spells. Ice Storm, Bows, and Fighters are effective on Mr. T.



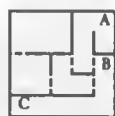
Tilverton and Thieves' Guild



Fire Knife's Hideout



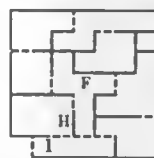
Cavern after Hap



Level One

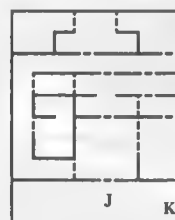


Level Two

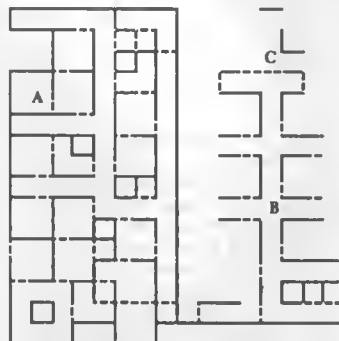


Level Three

Wizard's Tower



Level Four



Pit of Moander

Map Key: Curse of the Azure Bonds

Tilverton

- A: King's Carriage
- B: Guildmaster, Fire Knives
- C: Thieves' Treasure (Dust of Disappearance)
- D: Sewer Entrance

Fire Knives Hideout

- A: Weapons, Journal Entry
- B: Library, Journal Entry
- C: Journal Entry
- D: Hospital, Journal Entry
- E: Armory, Magic Weapons and Armor
- F: Checkpoint, Battle
- G: Fire Knives' Leader

Cave of Crimdar

- A: Queen Silk
- B: Salamanders
- C: Crimdar
- D: Wizard's Tower Entrance

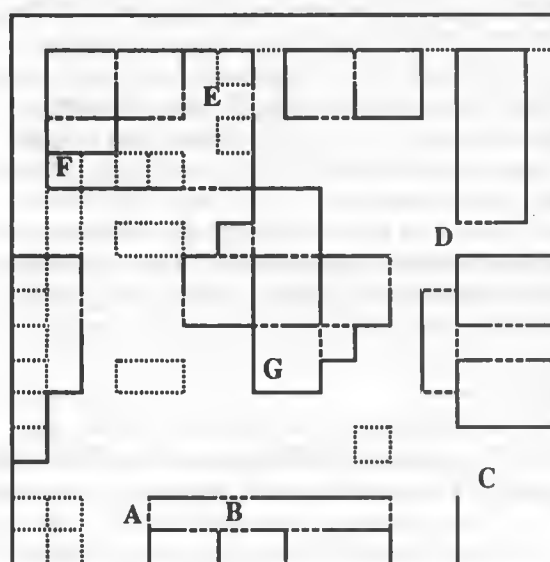
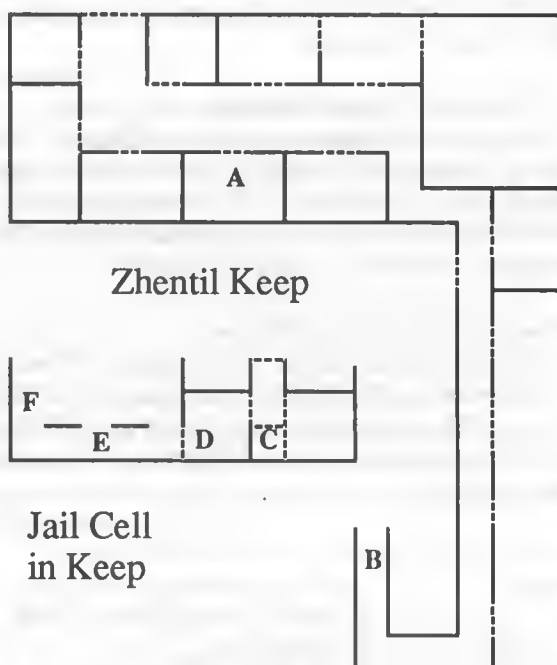
Wizard's Tower

- A: Dark Elf Lord
- B: Trial of the Sphere
- C: To Level Two
- D: Illusion (pass through it)
- E: Encounter at stairs to Level Three
- F: Encounter
- G: Pod (Take to Queen Silk)
- H: Treasure
- I: To Level Four
- J: Draconis, Wand of Ice Storm
- K: Exit

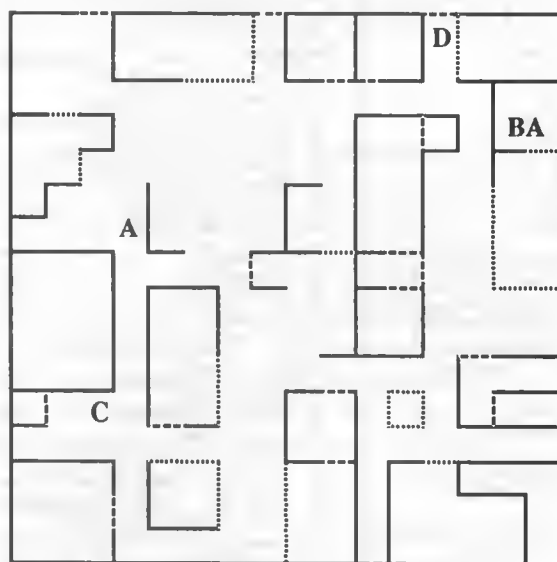
Pit of Moander

- A: Alias and Dragonbait
- B: Cultists and Slug
- C: Mogion

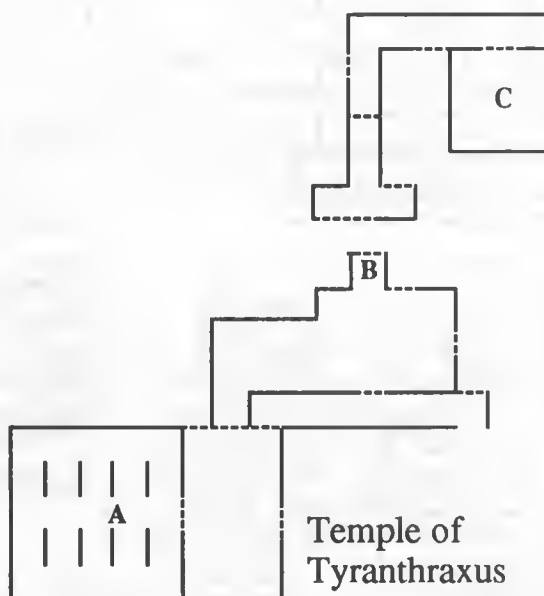
Curse of the Azure Bonds: Map 2



Myth Drannor



Myth Drannor Ruins



Temple of Tyranthraxus

Map 2 Key: Curse of the Azure Bonds

Zhentil Keep

- A: Magic Shop
- B: Ruskettle
- C: Dimwart's Cell
- D: Secret Door to Shrine area
- E: Trap Door (Wand of Paralyzation, other weapons)
- F: Dexam

Myth Drannor

(The lines with small dots indicate fences, hedges, and other obstacles.)

- A: Spirit, Journal Entry
- B: Spider Web, Encounter
- C: Spirit of Princess Demeaur
- D: Rakshasa
- E: Ghostly Shape
- F: Queen's Ghost, Blessed Arrows
- G: Encounter

Ruins of Myth Drannor

- A: Man being attacked
- B: Treasure (See A)
- C: Rakshasa with a plan
- D: Warehouse and loot

Temple of Tyranthraxus

- A: First encounter with Tyranthraxus and Minions
- B: To Level Two
- C: Final battle with Tyranthraxus

DRAGON WARS

Combining the most enjoyable aspects of *Wasteland* and the *Bard's Tale* series, *Dragon Wars* takes place on the watery planet, Oceania, as it orbits the distant star Sirius. As soon as your Pilgrim ship docks at the town called Purgatory, you're stripped of all weapons and gold. Your first goal is to escape this prison town. Then you'll set out to bolster your party of four by recruiting NPCs, acquiring up to 65 spells in the four types of Magic (Low, High, Druid, and Sun), and completing an assortment of mini-quests, most of which can be solved in any order. Everything leads up to confrontation with the villain, Namtar — the beast who captured the throne of King Drake. When you finally meet Namtar, you'll have to slay him *three* times before he's truly defeated.

As in *Wasteland*, alternative solutions exist for many puzzles. (There are five ways to get out of Purga-

tory, for example.) You can actively use skills as well as objects to solve puzzles, as in *Bard's Tale III*, and though it employs a pop-up window interface, *Dragon Wars* has a *Bard's Tale* feel. (It even supports characters from that series.) A useful auto-mapping feature simplifies the quest, while the spot animation and graphics — featuring oversized 3-D pictures that are shown in double hi-res on the Apple — are among the best Interplay has done. The only things missing are impressive music and sound effects. With its challenging mix of puzzles and combat situations, the Apple version of *Dragon Wars* was named Best Fantasy RPG of 1989 by *QuestBusters*, and subsequent versions are also highly recommended.



Type:
Fantasy Roleplaying

Difficulty:
Advanced

Systems:
MS-DOS (256K, CGA/EGA/VGA/MCGA/
Tandy 16-color, mouse optional), Amiga (512K);
Apple (128K required, mouse optional); C-64

Company:
Interplay

The Solution

Alternative solutions exist for many of the puzzles in *Dragon Wars*, so the solution below, while it will get you through the quest, doesn't tell you where to find every spell and treasure. The accompanying maps are drawn from the same perspective you see on-screen in the auto-mapping feature. Numbers in parentheses correspond to paragraphs in the game manual. If you are looking for certain items and spells, check the list that follows the solution.

Character Creation

You can create up to four characters (the rest are NPCs). Give Fighters high Strength, Dexterity, and Health as well as a weapon skill. You can also give them Low Magic skill. Mages should have Low Magic and one of the other schools of magic, plus a good grounding in Spirit so they will have enough power to cast spells. Stun is your Health score and establishes your Hit Points, while Power equals twice your Spirit score. Mages should also have a weapon skill to start — the suggested skill is Bow.

Skills

The Lore skill will yield messages in certain areas, but only one party member needs the skill to receive a message. You will need the following skills to finish the game: Climb, Swim, Lockpick (level 4), all Mage skills, Bureaucracy, Bandage, and at least one weapon skill per person. Useful skills include Fist Fighting and Tracker.

Combat

Put Fighters in front and Mages in the rear — Mages have ranged weapons. When fighting Mages or Wizards, get within your spell range and concentrate your spells on them, while Fighters take care of the others. If a certain portion of the game is too difficult, return after gaining experience and levels and try again.

Getting Non-Player Characters to Join Your Party

You must first go where they hang out in various towns (taverns, for example). Listen for rumors, then ask for volunteers. There are taverns in Purgatory, the Slave Camp, Phoebus, and Freeport.

Treasure

If you can't take everything you find, take the best things. When you look at a cache, you can select which items you want to take, but once you've made your selection the entire treasure is gone. (The computer assumes that you have taken it all.) If you try to get it again, the treasure won't be there. If your inventory is full, and you can't add any treasure to it, go to the nearest store and sell some items before going to the next cache.

Surviving in Purgatory

First go to the tavern and ask for volunteers. Then go to (10) on the map to get Low Magic spells for your Mages. To add spells, use the scroll in your inventory. To get equipment without having to pay for it, go to the Arena (4), where you get a choice of weapons; choose the appropriate melee weapon for non-Mages, and bows and arrows for the Mages. Get armor and equip all of it before making another move. If you don't want to fight the six gladiators, run away. If you engage in combat and win, you will get Citizenship Papers. (You can also get them for free later.)

After leaving the Arena, go to the Black Market (C), which will buy almost anything. If you sell anything there, *keep one item for later, preferably a weapon*. Upgrade weapons where you can. If you want to get more gold while in Purgatory, you have to fight for it. Humbaba is a very formidable enemy in the northeast corner. After defeating him, go to (77) and collect 1,000 gold.

Getting Out of Purgatory

There are five ways to escape: through the Magan Underworld, by selling yourself into slavery, getting thrown out with the dead, finding the secret door and fighting your way out, and fighting your way out the front gate. This solution takes the easiest of these paths — through the Underworld.

To the Magan Underworld

Go to (3) in Purgatory and answer "yes" to the question about praying to Irkalla, then offer the item that you saved from the Arena. If you get the message that Irkalla is pleased, you can go on. If you get the message that Irkalla is silent (and this is

the first time you've tried this), offer another item (try offering a weapon). You only need to make one offering per game. After getting the "pleased" message, go South, then East to the spot marked (D) and answer "yes" to enter the Magan Underworld.

In the Magan Underworld

From (A), go to Irkalla's Realm. From the inner door, go one East and two North. You will go off a cliff and die. Now press "X" and see how many points you can spend on Attributes and Skills as a reward for your bravery. You can do this any time you can begin a new game. If you begin a new game, your characters retain their stats and attributes, but lose all of their items. You can take advantage of this feature to make mega-characters out of wimps. Once you are in the Underworld you need never go back to Purgatory.

In the Underworld, check out the following items and places: the Magic energizer, marked with an (L); the treasure to the south of (1); the cave that tells you the object of the game (127); the five stairs up. Next go to (B) and answer "yes," which takes you to Tars Ruins. (To get back down to the Underworld, use your Climb skill.) Kick each wall until you find the secret door. (This is a *small* wrap-around map, so check the overview often.) The secret door is on the north wall. Now go one west and kick south. Get the stone arms. Turn around and kick north. Get the treasures in the other rooms. In this area, secret doors are identified by the message: "Your footsteps sound hollow here." Once you are done here, take the stairs up to the surface and go to the Ancient Ruins (H).

Ancient Ruins

After stepping off the stairs down, turn around and use Strength to lift the rock covering the stairs. Once you have done so, you don't need to do it again. Get the treasure from the two places on the map, being sure to get the spells on the south shore. Then leave town. Now you are outside, so follow the north coast to the next town and enter the Slave Estate.

Slave Estate

There is lots of treasure here. Start by working your way around the building and get the treasure in the center of the northeast room. Then go into the next room to the south. Go through the west door; do so again in the next room. Go to the northwest corner and find the secret door at (A). Before going through it, use Strength. This will get you some more treasure. Then go west through the door and

fight the set encounter. After winning, gather the treasure in this room. (You only need one mirror.)

Exit this area the same way you entered. Walk around the building to the southwest room. Enter the door and use the mirror. This will freeze a Gaze Demon in his tracks and turn him into a statue. Leave the town. If your inventory is getting full, return to The Underworld and sell unnecessary things in Lansk Undercity. Get the cache that is behind a large rock on the southern coast. Then go to the Slave Camp southwest of Purgatory.

Slave Camp

First go to the Tavern (A) and ask for volunteers. Louie will join your party. Next go to (C) and use Low Magic skill to open the door. Then go to the closet in the northwest corner and get the cache there. Then go to (19) and cast a Low Heal spell or use a potion to heal the man. He gives you some Sun Magic spells. Then find the other cache behind the Mage's house.

Return to Lansk Undercity to sell and upgrade armor and weapons. Don't forget to buy the Druid spells in the Magic Shop (H) behind the secret door on the west side of town.

While in Lansk Undercity, go to the east side of the central area and find a secret door (F) leading west. Enter that door (I) and unlock the next door. Enter the room, go to the northwest corner, and cast a Lesser Heal or use a potion. This will get you the Dragon Gem, which is necessary to win the game.

Return to the Magan Underworld and go to (C) to reach Mystic Woods. Get all of the treasure, spells, and mushroom. Exit to the outside. If you ever want to go back to the Underworld from here, use the Climb skill at the Well, which takes you to the Underworld. Now go to Phoebus.

Phoebus

First go to the Tavern (B) and ask for volunteers. Gather all the treasure, then go to the temple (E) in the north-central part of town. Fight Mystalvision and run away. You will be knocked unconscious and thrown in the dungeon.

The Phoeban Dungeon

Friends on the outside will release you when the time is right. Just keep running into the walls of your cell until the door is unlocked. Go to the northwest corner of the cell block. After the battle, find the secret door at (B), near 102 on the south wall. Follow the south wall until you see the

message (M). Face north and go through the secret door. Get the treasures, using the secret word **Gbmjgby**. Fight **Mystalvision** in the north-central room (C) and get more Sun spells. Climb through the rubble and go to the ladder up. Before leaving town, visit the tavern and get **Berengaria's** message.

Cross the bridge to **Lansk** to collect two treasures. Do not attempt to open the chest in the first building you see unless you have **Lockpick** skill of at least four. **Warning:** This part of the game is extremely tough; if you cannot defeat the Guards, get experience and advance a few levels until you can win. Enter the second building (across the bridge) twice and fight. Cast a **Sense Traps** spell and continue onward until you get the treasure. Go back to the **Mystic Woods**. In the middle of a circle of trees just west of the pond is a teleporter (G). Use it to go to **Quag** and then on to **Mud Toad**.

Mud Toad

Use the **Stone Arms** at the statue (20). Find **Berengaria** in the northeast corner of the **Tavern** (A). Then go directly west, get the message, back up one step, and cast **Create Wall** at (D). Go to (113) and collect **Golden Boots**. Then go to (30) and sell your surplus items. Leave town and go to **Smuggler's Cove**.

Smuggler's Cove and the Order of the Sword

This section is also extremely tough. If you cannot defeat the **Pirates**, get experience and advance a few levels until you are able to do so. Go forward to the building. Use **Bureaucracy** and offer 100 gold to enter the building. Enter the building and exit through the west door. Fight to win your ship and the **Jade Eyes**. (If you leave through the south door, you won't get your own ship.) Set sail for **Freeport** and go to the **Order of the Sword** and fight a battle to get the **Stone Hands** and the **Soften Stone** spell. Wander around town and get any upgrades you want and can afford. **Dragon Stones** are available here, too. Set sail for **Necropolis**.

Necropolis and Smuggler's Cove

Turn right and enter the city, pick up the **Stone Trunk** (A) and make your way through the city to the secret door (B). Go through the door and advance on the **Stone Demon**, which will run when you get within ten feet of it. Wend your way through the tunnel to the big encounter at (114) and get the **Silver Key** and **Inferno Spell**. Return to the ship and head back to **Smuggler's Cove**. Go to **Mud Toad** and leave the **Stone Trunk** and **Hand** at the statue (20). Stock up on **Dragon Stones** and

travel back to **Lansk Undercity** through the **Magan Underworld**. Get a **King's Ferry Ticket** at **E.Z. Paperwork** (G) on the west side of town. Then use it to leave town on the **King's Ferry** (B).

Old Dock

At (O) on the surface map, go to the southwest corner and find a statue. Use **Strength** to move it and find more treasure.

King's Isle

Go to the **Dwarven ruins** and use the **Kbef fzft** in the statue, then go west and down into the **Dwarven Clan Hall**. Go to (119) and cast **Soften Stone** to thaw the **Dwarves**. Then go get the treasure and leave town. Travel to **Snake Pit**.

Snake Pit

Go to (80) and get the treasures, including the **Stone Head**, here and from the other two sites. To get back to the other side of the one-way bridge, go to the boathouse and use the **Tjhofu Sjoh** to get to the boat at the dock. You'll be ambushed by **Guards** and taken to **King's Home** dungeon.

King's Home Dungeon

Go to (65) by using **Lockpick**. Fight a small battle, then go and get the treasure. Go upstairs to (131) in **King's Home** and get the treasure here.

Now go to the teleporter just south of **King's Home** and go to **Mystic Woods**. Then go to **Quag** to sell the surplus stuff in **Mud Toad**. Put all the stone pieces that you have now on the Statue, and stairs will appear. This is the Entrance to **Lanac'toor's Lab**. (This is a small wrap-around map so check the overview often.) Go get the treasures (especially the **Spectacles** in the southeast room) by using **Soften Stone**.

Then go down to the **Underworld** through the stairs in the adjoining room. Now go to **Mystic Woods** and go to the **Island** in the middle of the **Pond** (use the **Golden Boots**). Go to the other end of the island and use the axe. Get the **Enkidu** token. Now go back to your ship and sail to **Rustic**.

To get past the first **Guardian of the Bridge** use the **Token**. There are a couple of encounters on the **Bridge** to the **Magic College**.

Magic College

Enter the **Magic College** and walk around the wall until you see the message, then face the wall and use the **Spectacles** (from **Lanac'toor's Lab**) and go through the door. In the first room, cast a **chill spell**

(Ice Chill or Big Chill). You will be teleported. In the second room, cast a Firestorm Spell. You'll be teleported. In the third room, cast a Cloak Arcane spell. In the fourth room, fight the Philistine without casting *any* spells. In the next room, cast Disarm Traps. In the next room, ignore the Mage and go to the next room, where the wizard will offer you three items. Choose the Soul Bowl, then take it to the Mystic Woods and use it at the stone southwest of the teleporter. This will give you more Druid Spells. Now go to Dragon Valley (on the same island as the Sunken ruins). Get all of the treasure (Dragon's Teeth, which sell for 3,000 gold each). Then go to (134) and use the Dragon Gem. Now go after the Freedom Sword.

The Freedom Sword

Warning: the Freedom Sword is *not* in Freeport. That is a trap set by Namtar to kill you. And if you cast a Sense Traps spell there, you will turn the town of Freeport into a ghost town forever. To find the Freedom Sword, go to Irkalla's realm and then to (I), using the Golden Boots. Use the Tjmwfs Lfz to free Irkalla. She will give you a Water-Breathing potion to use in the Sunken Ruins to get the Skull of her son, which you must take to the Forge in the Dwarven Clan Hall. Now, go to the Sunken Ruins in your ship.

Sunken Ruins

In the Sunken Ruins go to the stairs down and use the Water-Breathing Potion. Once downstairs go to the Clam with the Skull in it and get the whole clam (B). Take it back upstairs and leave town. Go back to the Underworld and use the stairs (D) to the Dwarven Clan Hall Forge. Leave the Skull there and go back to the island in Irkalla's Realm. Get the Sword and equip it. Now go back to King's Isle and go to the Siege Camp. Walk in the front gate and join the Army.

The Siege Camp

Go to (90), then go get all of the treasure. Go to the Black Market to sell surplus, then go back to (90). This will take you to the battle front. Leave town and enter Byzanople. Go to (37), then to the stairs down. Once downstairs, use Strength at the other end of the tunnel. Then go to the stairs up where you will meet with, and surrender to, the King's Daughter. She will take you to her brother. (This is where you join *his* army.)

Go get the treasure and head to the stairs up. Once upstairs, you get transported to the Siege Camp through a secret passage. Go to the other end of the open area and fight a big fight. Next, go back

through the secret passage to Byzanople and sell any surplus items. (The Siege Camp has free Healing if you need it.) Leave town and go to King's Home.

King's Home and the Ferry to Nisir

In King's Home use the Tjhofu Sjoh to get into the Castle. Then go to (PG) and get Pilgrim's Garb for everyone. Leave the Castle and go to the Old Dock. Everyone must wear the Garb to get on the Pilgrim's Ferry. The ferry takes you to the island where Salvation and Nisir are found.

Salvation

Once in the building and past the Guards, go outside (through the unlocked door) and wander around the island to get to Salvation. After leaving the building, you can put on your regular Armor and discard the Pilgrim's Garb. In Salvation, go to (97) and use the Freedom Sword (this makes the sword magical). Get the treasure—you'll probably need all 30 Dragon Eyes in here. If you don't have much room in your inventory, either drop a lot of things or go to (100) and go downstairs to the Underworld, then sell things in Lansk Undercity and return to get the Dragon Eyes. When you have them, go to (55) and use the Golden Boots to cross the Chasm. To avoid a battle on the way, go to (B) and use Intelligence and Climb to reach (55). Enter the doors and go forward until you fall through the floor. You are now in Nisir!

Nisir

If you don't feel strong enough to fight Namtar and win, there is a stairway up just southeast of (A). If you do want to go on, go two North, three West, one North, cast Soften Stone West (at SS on map), one West, cast Soften Stone West (at SS on map), one West, cast a Light spell or use Magic Lamp, use Apple IIgs (on the Apple version) or a Guidance Spell, then move four North, five West, Picklock West (at B on map), three West, twenty-two South, five West (going through door at C), cast Soften Stone north (SS on map), three North, two West, one South, one East. (This teleports you to the Battlefield; if you don't want to fight Namtar now, go north to the stairs.) If you still want to fight Namtar, go two South and use the Dragon Gem to call the Dragon, who will kill Namtar and all of his armies the first time. You must kill Namtar three times and get the Body. (This teleports you to Magan Underworld, northwest of the Energizer.) Go one South, one East, two South, fight, get Body, Heal, go back and reenergize, two South, twelve East, twenty-one South, one West, two South. Answer "yes" to the Bad Faeries, who

take almost all of your Health and Stun. Bandage and/or Heal all, move three South, fight, two South, use dead body and watch the ending.

Spells And Where To Find Them

Soften Stone	Order Of The Sword In Freeport
Charger	Order Of The Sword
Earth Summon	Old Dock On Kings Isle (Under Statue)
Mystic Might	Dwarven Clan Hall (Dwarven Ruins)
Fire Storm	Lanac'toor's Lab Under Mud Toad
Zak's Speed	Lanac'toor's Lab
Kill Ray	Lanac'toor's Lab
Mage Fire	Lanac'toor's Lab
Dazzle	Lanac'toor's Lab, Byzanople Dungeon
Sun Stroke	Lanac'toor's Lab, Phoebus, Slave Camp, Tars Ruins
Poogs Vortex	Phoebus
Death Curse	Phoebus, Tars Ruins, Mystic Woods (SW Corner)
Create Wall	Phoebus, Lansk Undercity
Mithra's Bless	Phoebus
Fire Light	Slave Camp (Inside Mage's Room), Tars Ruins
Healing	Slave Camp (Behind Mage's Room)
Cloak Arcane	Slave Camp (see above)
Sense Traps	Slave Camp (see above)
Scare	Slave Camp (see above), Necropolis, Mystic Woods
Greater Heal	Slave Camp (Old Man's Sick Room)
Air Summon	Old Ruins South Shore
Elvans Fire	Old Ruins South Shore
Exorcism	Old Ruins South Shore
Guidance	Old Ruins South Shore
Wood Spirit	Lansk Undercity, Phoebus (Fight Mystalvision)
Cure All	Lansk Undercity
Fire Blast	Mystic Woods
Insect Plague	Mystic Woods, Necropolis
Armor Of Light	Fight Mystalvision in Phoeban Dungeon, see Berengaria in Mud Toad
Major Heal	(see above)
Disarm Trap	(see above)
Holy Aim	(see above)
Rage Of Mithras	Berengaria
Reveal Glamour	Freeport "Magic Inc."
Sala's Swift	Freeport "Magic Inc." & Dragon Valley
Vorn's Guard	Freeport "Magic Inc." & Dragon Valley
Cowardice	Freeport "Magic Inc." & Dragon Valley
Radiance	Bridge S. Of Lansk In Building On South Side
Ice Chill	Bridge S. Of Lansk In Building On South Side
Big Chill	Necropolis & Byzanople Dungeon
Inferno	Necropolis

Lanac'toor's Many Pieces

Stone Arms: In Tars Ruins. Go up from Magan Underworld, kick north, one West, kick south, get Arms.

Stone Trunk: In middle of the first room after you land on Necropolis.

Stone Hand: At Order of the Sword in Freeport, after an encounter.

Stone Head: King's Isle, on west shore of Snake Pit. From the start, go five South, thirteen West, seven North, one West. To get off this part of the continent, you must get the other treasure from this city. From the Head, go three East, five South, four East, two North, kick north, one North, one West, get Treasure. Keep the Signet Ring; sell the rest. Kick south, get Treasure. Kick north, one East, one South, kick south, two South, two East, one North, two East, five North. Use Signet Ring, two North, one East, kick north, one West, one North, one West, answer "yes." You'll land one South, two East of King's Home. If you haven't been captured by the Castle Guards and taken to the dungeon this will happen now (only once per game).

After obtaining all the pieces, take them to Mud Toad and find the rest of the Statue (one West, seven North, one East). Use each of the Stone parts. When all the parts are in place, the Statue heals itself and reveals the stairs to Lanac'toor's Lab. To get any treasure here, you need the Soften Stone spell. See map for directions.

Special Items

Golden Boots: Let you hop across certain bodies of water. You must save Mud Toad from sinking in order to obtain them, which requires a Create Wall spell. To save the city, go one West, nine North from the inside gate and cast Create Wall to the west. Then go two East, two North, three West and fight. Move one South, one West, read message and get Boots.

Inkidu Token: After obtaining the Golden Boots, go to the Mystic Woods. From the NE corner, go six West, ten South, one West, use Golden Boots, one West and use Axe.

Dragonstones: These recharge a Mage's Spell Points up to 20 points each.

Dragon's Eyes: These recharge a Mage's Spell Points up to 30 points each.

Magic Lamp: This casts a Light spell that only goes out when blown out.

Apple IIs: This casts a Guidance spell.

Gatlin Bow: This Bow can fire fully automatic. When used with the Magic Quiver, it's an unstoppable weapon.

Magic Quiver: Never runs out of arrows. It also casts a Firelight spell.

Holy Mace: Casts an Exorcism spell.

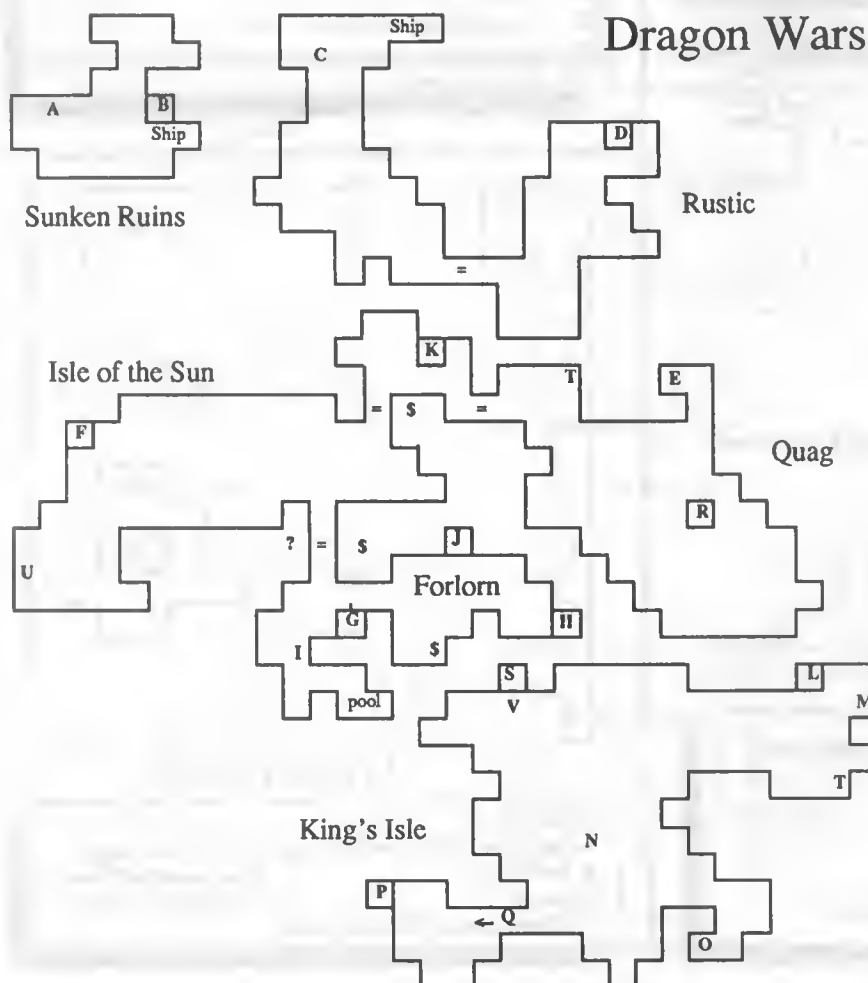
Signet Ring: After getting you back from the wrong side of the one-way bridge, the Ring can be used to get back in the Castle to get the Pilgrim's Garb.

Pilgrim's Garb: Enables you to board the Pilgrim Ferry when you're ready to go to Nisir. The Ferry runs from the Old Dock on King's Isle. The other Dock has a Ferry to Lansk Undercity.

Dragon Gem: Found in Lansk Undercity. From stairs up, go two West, three North, two West, kick west, use Lockpick skill, two West, one North, cast Low Heal.

Jade Eyes: Open the door into the Dwarven Clan Hall. You get the Eyes by fighting a major encounter in Smugglers Cove (north of Mud Toad). To enter the building in Smugglers Cove, use Bureaucracy Skills and offer 100 gold. To get the Eyes (and a ship of your own), go to the west door, not the south door as instructed.

Governor's Pass: You can buy this for 200 gold from the Paperwork Shop in Lansk Undercity. Or, from the Inside Front Gate, go three West, one North, get Papers, one South, one East, one North, use Papers, one South, two East, two North, three West, seven North, four West, two North, two West, one South, use Papers, one North, two East, two South, three East, four South, fight, four South, use Papers, get Papers. You need to use the Pass on the bridge east of Lansk.



Map Key: Dragon Wars

All Maps

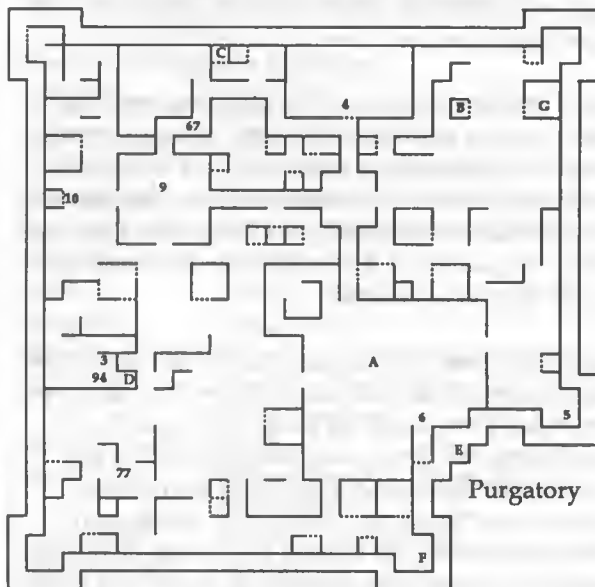
- d: down
- u: up
- T: Teleport (exceptions are noted below)
- \$: Treasure/cache

Numbers correspond to paragraphs in game manual.

The World

- A: Dragon Valley
- B: Sunken Ruins
- C: Royal Game Preserve
- D: Magic College
- E: Smuggler's Cove
- F: Phoebus
- G: Purgatory
- H: Ancient Ruins
- I: Slave Camp
- J: Slave Estate
- K: Lansk
- L: King's Home
- M: King's Hame Dungeon
- N: Dwarven Ruins
- O: Old Dock
- P: Snake Pit
- Q: One-way Bridge (going west)
- R: Mud Toad
- S: Byzanaple
- U: Mystic Wood

Dragon Wars



Purgatory

A: Start

B: Tavern

C: Black Market

D: Water

E: Message

F: Energizer

G: Heal



127

Magan Underworld



Magan Underworld

A: Up to Purgatory

B: Up to Tars Ruins

C: Up to Mystic Wood

D: Up to Dwarf Clan Hall

E: Up to Salvation

F: Up to Lansk Undercity

G: Slicer (10 Dragon Stones)

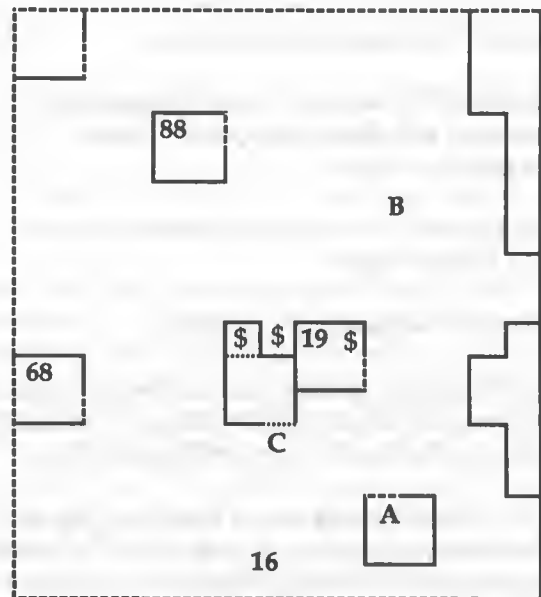
H: Hot area

I: Irkalla

J: Bad Faeries

K: Water

L: Magic Energizer



Slave Camp

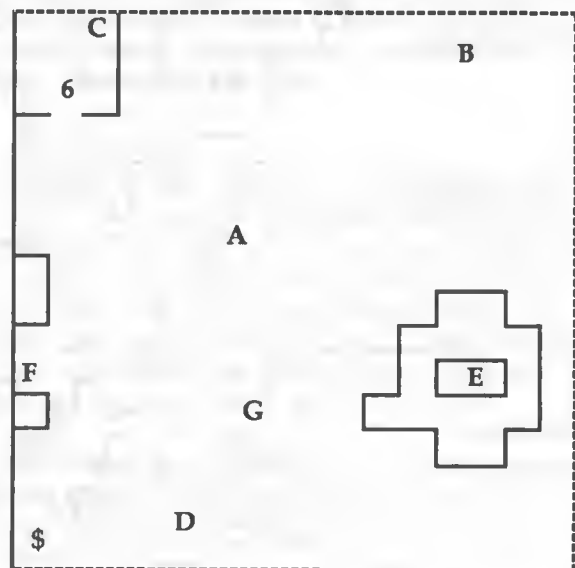
Slave Camp - On this and other maps, crossing the dotted perimeter returns you to the main map.

A: Tavern (NPCs)

B: Campfire (Heal and Magic Points)

C: Use Low Magic

19: Sun Magic spells



Mystic Woods

Mystic Woods

A: Footprints in Mud (use Tracking)

B: Mushrooms

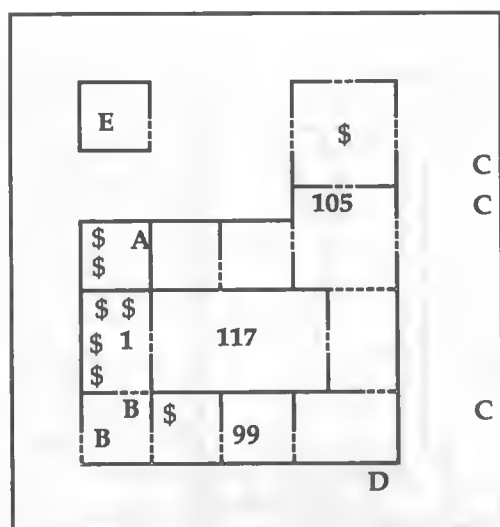
C: Statue

D: Zarkan's Stone Shrine (use Axe)

E: Shrine (use Axe)

F: Encounter and Treasure

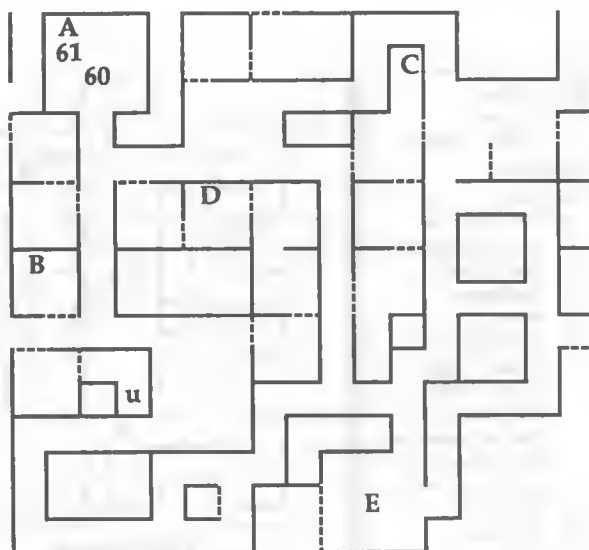
G: Teleporter to Quag



Slave Estate

Slave Estate

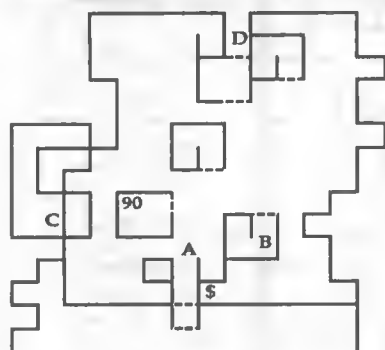
A: Secret Door (Mirrors are in room to the west)
 B: Use Mirror to avoid encounter
 C: Statues
 D: Plaque
 E: From Slave Mines



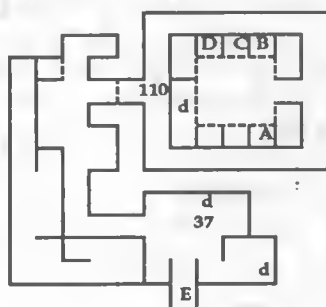
Slave Mines

Slave Mines

This is a wrap-around map.
 A: Dying Man
 B: Tin cup filled with water (teleport to A)
 C: Garbage Heap (your inventory)
 D: Axe handle
 E: Rock and Dragon Stones



Siege Camp



Byzanople

Siege Camp

A: Start
 B: Healing
 C: Secret Passage
 D: To Byzanople

Byzanople

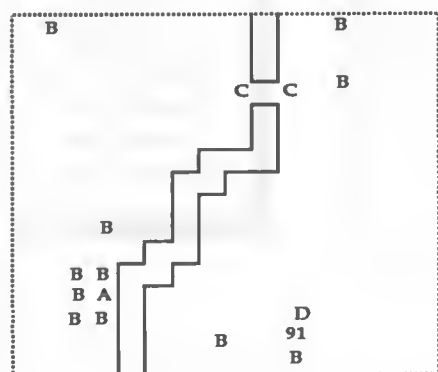
A: Secret Passage
 B: Heal
 C: Weapons
 D: Armor
 E: To Siege Camp

Game Preserve

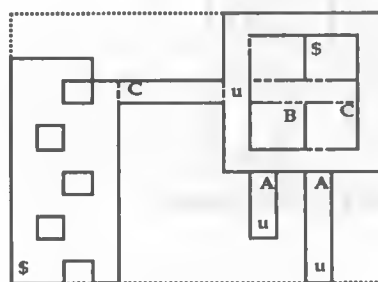
A: Gamekeeper
 B: Snare (use Strength if caught)
 C: Tracks
 D: Encounter and Treasure
 E: Locked door

Byzanople Dungeon

A: Use Strength
 B: Locked door
 C: Secret Door



Game Preserve



Byzanople Dungeon

Dragon Wars

King's Home

- A: Library
- B: Pilgrim's Garb

Snake Pit

- A: Start
- B: Pine branches
- C: Beach umbrellas
- D: Beach chairs
- E: Boathouse
- F: Man
- G: Dock (if you haven't visited King's Home Dungeon, you'll get ambushed and taken there when you get off the boat)

- H: Secret Door
- I: Message
- \$: Stone Head

King's Home Dungeon

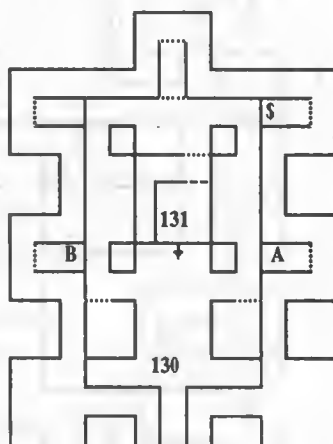
- A: Start

Mud Toad

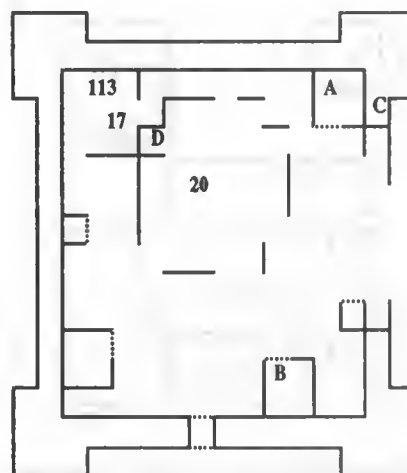
- A: Tavern
- B: Heal
- C: Climb
- D: Cast Create Wall
- 113: Golden Boots
- 20: Statue

Lanactoor's Lab

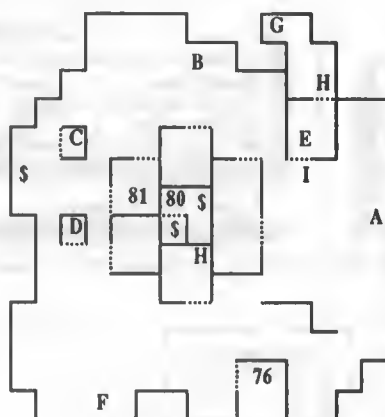
- \$: Treasure in south-east room includes the Spectacles



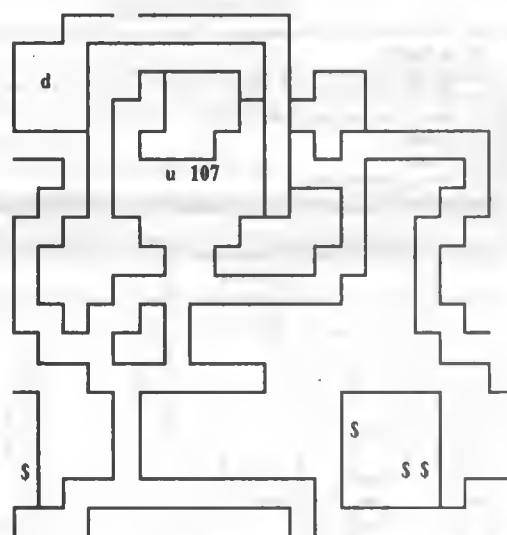
King's Home



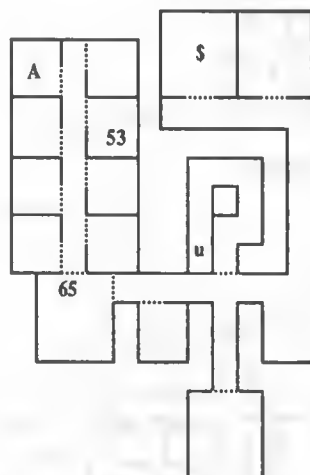
Mud Toad



Snake Pit



Lanactoor's Lab



King's Home Dungeon

Ancient Ruins

- A: Start
- B: Tracks
- C: Message
- D: Pit

Tuins of Tars

- A: Start
- B: Secret Door
- C: Fight Mystalvision again; get Sun Spells
- D: Get Secret Word ibmjby

Lansk

- A: Governor's Office
- B: Visitor's Registration
- C: Office of Lubrication
- D: Visitor's Bureau
- E: Office of Bureau of Departments
- F: Quartermaster's Office
- G: Druid's Mace

Lansk Undercity

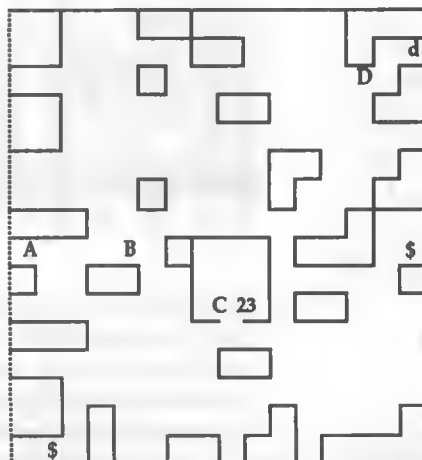
- A: Cast Heal or use Healing potion (get Dragon Gem)
- B: King's Ferry to King's Isle
- C: Weapons
- D: Armor
- E: Healing
- F: Secret Doors
- G: Documents
- H: Magic (spells, Dragon Stones)
- I: Locked Door

Phoebus

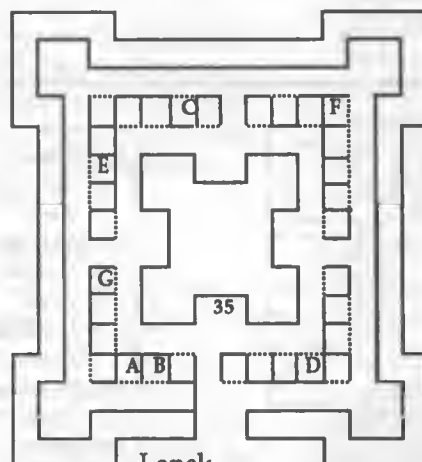
- A: From Dungeon
- B: Tavern
- C: Army sign-up
- D: Encounter and message, no combat
- E: Fight Mystalvision, get captured, go to Dungeon

Phoeban Dungeon

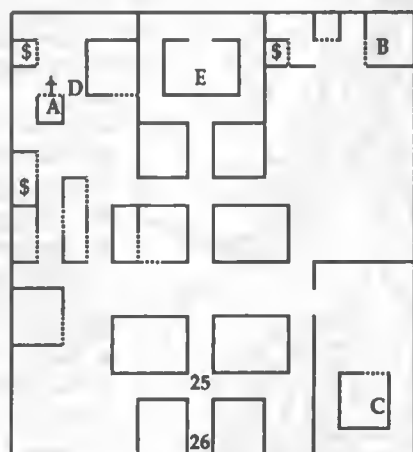
- A: Treasure (Dragon's Eyes)
- B: Alternate Route to (55), avoiding encounter; use Intelligence and Climb



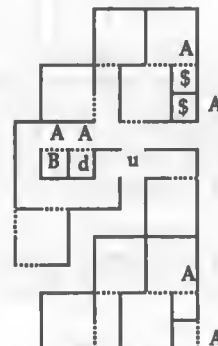
Ancient Ruins



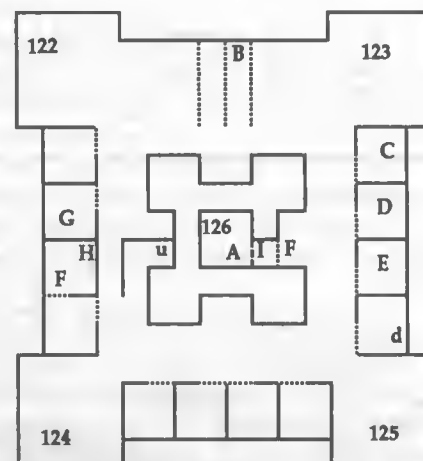
Lansk



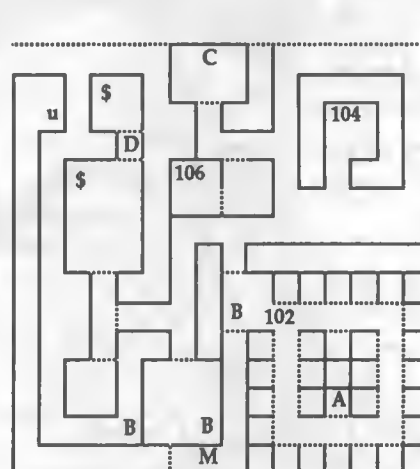
Phoebus



Ruins of Tars

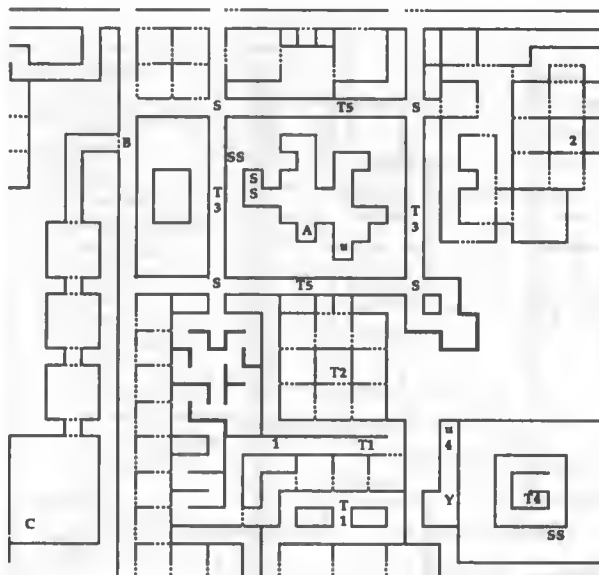


Lansk Undercity



Phoeban Dungeon

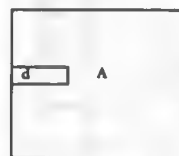
Dragon Wars



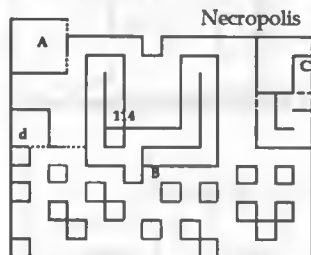
Nisir

Nisir
S: Spinners
A: Start
B: Locked Door
C: Door (exits to east side of map)

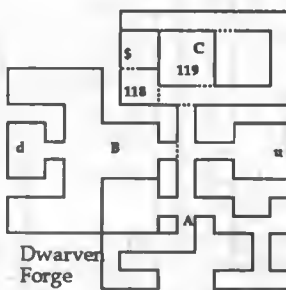
T1: Teleports to 1 (after you slay Mystalvision)
T2: Teleports to 2
T3: Teleports to T3
T4: Teleports to 4
T5: Teleports to T5
Y: Namtar



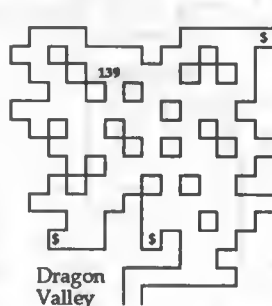
Dwarf Ruins



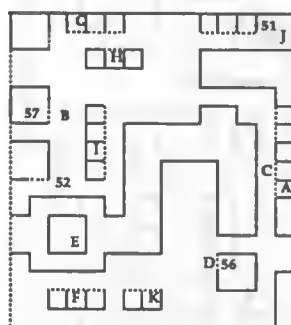
Necropolis



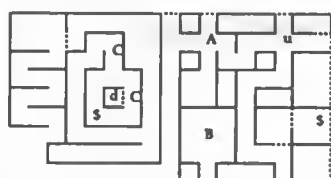
Dwarven Forge



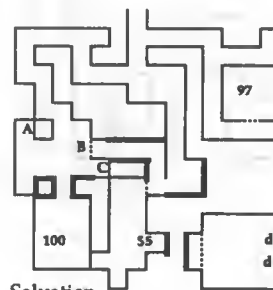
Dragon Valley



Freeport



Sunken Ruins



Salvation

Dwarf Ruins

A: Statue (needs eyes to make walls disappear)

Gorgon Forge

A: Gorgon
B: Forge
C: Use Soften Stone spell before going for treasure

Dragon Valley

S: Dragon Teeth

Necropolis

A: Stone Trunk
B: Secret Door
C: Teleport to random location outside (if you don't have a ship of your own)
114: Silver Key

Freeport

A: Tavern
B: Freeport City Council
C: Order of the Sword
D: Tars City Council
E: Trap (cast Detect Traps before touching; after doing so, you'll empty out the town)
F: Dragon Stones
G: Healing
H: Armor
I: Weapons
J: Ship
K: Magic

Sunken Ruins

A: Spinner
B: Clam (Skull)
C: Locked Doors

Drakkhen

Type:
Fantasy Roleplaying

Difficulty:
Advanced

Systems:
MS-DOS (512K required, mouse optional, Hercules/CGA/EGA/Tandy/MCGA/VGA (256 colors in last two), Ad Lib sound boards; Amiga (512K); Atari ST (512K)

Company:
Infogrames/Data East

In this lushly illustrated quest you'll guide a four-member team across a strange island populated by dragons. Your goal is to retrieve the eight magic gems required to resurrect a dragon chieftain slain by a human adventurer. If you fail, the dragons will wreak havoc on your homeland.

In castles, party members move around like characters in Sierra's animated adventures. Outdoors you see a 3-D, scrolling panorama of the countryside, and your characters may be moved individually or as a group. The game's icon interface is reminiscent of *Dungeon Master's*.

The hordes of dragons and other monsters are exceedingly well illustrated and animated, and you'll enjoy lots of special effects during encounters: A group of stars transforms into a pair of wings that swoop down to attack the party; vanquished monsters explode into several body parts that fly in all directions; and the effects of spells like Invisibility and Lightning are displayed in cartoon-like fashion. Stereo sounds consist of pig-like grunts and squeals, squawking noises, and other effects, but there is almost no music.

While it's good-looking, *Drakkhen* poses few puzzles. The experience is one of mapping mazes, maiming monsters, and making magic. It's a very difficult quest in the early stages, for the designers seem to enjoy killing off your party as fast as possible. For all of these reasons, *Drakkhen* is best suited for people who like lots of combat and special effects and are less concerned with puzzles and plot.

The Solution

General Advice

In addition to rounding up the eight gems, you must read inscriptions at graves and slay certain princes and princesses. Magic Circles, green rugs, and some colored windows may or may not have the indicated effect, such as healing or teleportation; usually they don't. Use Ankh Temples for healing and information. Information is also available in other buildings, but it isn't always reliable.

You'll have to revisit some locations after accomplishing various tasks. There's no time limit, so ignore orders to hurry. Some items and characters

noted on the maps provided with the game don't appear until late in the quest.



Making a Back-Up of Your Character Disk

The program won't let you copy your character disk to make a back-up of the characters and saved game, but there's a way to do so. First make a fresh character disk. Start the game with your old character disk. Immediately eject the old disk and insert the one you just created. Now save the game. This leaves you with two identical saved game disks.

Orientation

The game begins near Hordtkhen's castle in the west part of the prairie, with your party facing east. To get your bearings, remember that the sun rises in the east and sets in the west, the moon is always to the south, and the constellations and mountains are situated at the cardinal points. The triangles found at crossroads point north. Boldfaced letters below refer to the corresponding rooms on the maps and the path to follow, with instructions or information where appropriate.

Around the Castles and the Land

You can rest and recuperate safely in front of any castle or other building. After finding weapons and other gear in a castle, leave and return and you'll often find more of the same (though you'll also find more monsters). In castles it's usually safer to let one character, preferably a Wizard with an Armor spell, move around. Keep everyone else in the entry hall, ready for combat in case of attack. Keep some inventory slots open for artifacts, or you won't be able to pick some items up. Discard mediocre items right away, even in battle, if you expect to slay more than one monster in the encounter. Night travel is risky, because many monsters are on the prowl. Moving in straight lines and sticking to paths attracts them. Combat is essential to attaining higher character levels, so don't avoid it in the early stages unless specifically instructed to do so in the solution. Later you must seek out the fiends. You can reach level 24, and will have the best chance of winning, if your Wizard is at least 12th level and the others 7th-9th. The fastest way to advance is by using the wave regeneration room in Haagkhen's castle.

Hordtkhen's Castle: The First Quest

Your initial goal is to speak with Hordtkhen to obtain a quest and to acquire weapons and armor. Go east from the starting point and enter the castle. (Wait until the moment the shark appears on the right side of the bridge to cross over; use the Invisibility spell if your timing is bad.) **A:** Get the buckler from the wall, then touch the second symbol to shut off the fields. Switch combat off.

Avoid unnecessary combat until you get better gear — try to avoid combat the first time in the castle.

Let your Wizard do the following on his own: Go through the northeast door. **B, C:** Avoid fighting this fiend for now. **D:** Get the key near the bed; you'll find a new one each time you enter the castle. **E:** Question Hordtkhen twice. Take the cuirass and greave (avoid touching the monster), then read the inscription at the tapestry. Exit and save.

A: Get buckler, touch the second symbol, switch combat on. Take entire party to G and get buckler, swords, rod, and torches. Go to C for phial and swords. Exit and save. (You can return to G several times to get more items to sell to the Swordsmith; monsters killed in G won't reappear.) Explore the rest of the castle after the party is stronger.

Hordthka's Castle

This hexagonal castle, not mapped here due to its small size, is on the east edge of the prairie. An efficient way to get there is via Teleportation Gate C to Gate E (see outdoor map). You can't enter this castle until you speak with Hordtkhen. Question the survivor. Use the Teleportation Gate to return to Hordtkhen's castle and talk to him again. Or you may want to visit the Swordsmith and then see Hordtkhen.

At Ye Swordsmith's

This place is made of ice and has a sign out front. The Swordsmith is often referred to as a Blacksmith. Visit him often. Some items are available for purchase from the start, while others are not — later in the game he'll sell everything, even items he bought from you. This is useful, since you may lose parts of your armor in combat. There is only one bow, so never throw it away. Sell it, then buy it back later. You can sell spellbooks if you want to get rid of them.

If you sell him empty phials, he usually fills them with useless fluids. If you sell him a phial that still has something in it, he'll refill it with the same type of potion and resell it to you. Most potions are useless — some are even poisonous. The most important ones are H and C. Get two phials of each for each party member. You'll also find I and S of value, but forget the rest. Sceptres and rings are worth lots of money. Keep one Recuperation for each character; sell others. Do the same with Protection (Wizard and Priest), Power, and perhaps Invisibility and Impalpability. These items don't seem to wear out.

Hordtkhen's Castle, Round Two

A: Hit the second symbol and get the buckler. **M:** Get the torches. **N:** Get information, then exit the castle and save. **A, G:** Do the same thing you did on previous visits. **I:** Exit (there's a secret door to H behind the tapestry). **J:** Exits. **K:** Down. **N:** Get key. **O:** Get torches. **P-Q:** Get phial. Exit castle and save.

After wandering around outside, and in the rooms mentioned so far, your party should be strong enough for the rest of the castle. The Wizard and Priest should have reached at least level two. This enables a Wizard to cast the Armor spell, so he should be able to survive visits to all parts of the castle. Teleports seem to work randomly.

Now go to the following locations: **A, B:** Enter northeast door with the entire party. **R, S, R, S:** get key, phials, and inscriptions. **T:** Watch for poisonous spiders! **S:** Leave one character here, though two would better (preferably a Wizard and Priest). **R, B, C:** Fight and you get a spellbook. **D:** Get key. **E:** Combat off; talk to Hordtkhen; get Cuirasse and Greave. **F:** Use door behind Hordtkhen, without touching him, and get key. Wait. Switch to the characters in **S:** Push dragon lever, which opens secret door in **F.** Now or later, send these characters back to the entry hall and switch to **F.** Head from **F** down to **U,** where it's dark. Leave a character here. **V:** The potion in the pool will restore hit points; fill four to eight phials. **W:** The correct position (one o'clock) in the Magic Circle opens a secret door in **Y.** Send the character at **U** to **X,** but don't enter the Circle there — it's a trap. **Y:** The secret door should be open. (If it isn't, try moving the character in **W** a bit; this works best if you use the function keys to switch from characters in one room to characters in another.) Proceed to **Z** and read inscriptions on graves. **AA:** Magic Circle and infinite number of monsters; good place to rack up points and grab artifacts. Read the inscription (tapestry). Reunite the entire party, using the Teleport spell if you've got it. Then leave the castle and save. Repeat several times to gain experience and loot.

The monster in **S** is powerful. Lure it into **R,** the Chapel, where the rest of the party should be deployed in a tactically sound position, the weakest member using archery. Repeating this battle is a good way to build up characters. (This is especially useful for the Wizard, who must be promoted as quickly as possible.)

Haaggkhen's Castle: Freeing the Prisoner

Use the Open Door spell (level three Scout or level two Wizard) to enter; do so several times without

leaving the area. Use Teleport **B** near Haaggkha's castle to arrive west of Haaggkhen's.

A: Touch the fourth symbol and use only the Wizard for the following actions. **B, C:** The Magic Circle restores Hit Points. Move around in a circle until fully healed, especially on the way out of the castle. Read the inscription. **D:** After combat, get the buckler and buckler +1. Leave the castle, save, and repeat until everyone has a buckler +1.

A, B, F: Use only the Wizard unless your Priest has the Armor spell; if he does, take him along, too. Slay the pair of strong monsters and get the spellbook. If you're using the Priest, have one character attack from **B** and the other from **G.** Leave, save, and repeat.

Your Wizard must attain level six quickly so he can cast Teleport. (If he hasn't done so already, he should after the next few fights.) Send only the Wizard to explore the rest of the castle. He'll have to repeat several times. He'll soon need (and find) a Recuperation and perhaps a Power Sphere or Ring. Leave the rest of the party in the entry hall, readied for battle (prepare Armor and Invisibility spells).

A, B, (using only the Wizard) **C, D.** The northeast door to **E** will disappear when you go through it. Slay the monsters in **E** and the door will return. Switch combat off and proceed to **H.** (The floor is poisoned, so avoid combat; use yellow fields and head for the door.) Combat on; get spellbook. **J:** Get spellbook. **K:** Get spellbook. **L, K, M:** Get spellbook and ring; read inscription. **N:** Get Recuperation Sphere and buckler. Leave the castle, pausing in **C** to heal. Once outside, read spellbooks and discard any duplicates. Have the Wizard give the good ones to the other characters, so he will have as many empty slots as possible for acquiring more loot. Save.

Send the Wizard to **M,** repeating previous actions but not taking the same spellbooks again. **O:** Don't enter the space between the pillars. Go down to **P.** **Q:** Don't go backward, or the secret door in **U** won't be open; listen for click. **R, S, R, T, U:** Get phials. If the secret door to **V** isn't visible, exit, save and return. **V:** At the Pool, avoid liquid, which is poison. **W:** Recuperate and fight. Leave the castle, save and repeat.

To get more experience and equipment, wait at **W** for stronger monsters. You can also lead party members other than the Wizard here to boost their levels (if they're already strong enough to survive

the trip). Only those with Teleport should go beyond W. In between repeating combat in W, you might visit the Swordsmith to sell things.

Infinite waves of monsters in room Y make this the best place in the game for earning lots of experience points. To get there, go to A and then to W as above, then on to X. In the darkness here, use a torch. Look at the water north of the pool and stand near it. Have at least two slots open for weapons and armor. Upon looking at the water, you will be teleported to Y and can't get back to W. In Y you'll find a Rod +2, Greave +1, Sword +2 (on the left), Cuirass +1, and a Sceptre. Fight two waves of monsters, then press the button on the door near the east wall. Question the freed prisoner. AA: Recuperate and teleport up. Leave the castle and save. Repeat until the entire party has decent weapons and armor.

A: Go to Y as above, again with two empty slots; if necessary, discard items you just found in X. AA: Recuperate as much as possible. Drink Heal potion, but don't use up the entire bottle. Y, BB: There are deadly electroshocks between the candlesticks and in front of the south door. Don't fight in this room. CC, BB: Hurry and read the inscriptions; try to get Cuirass +1 and Greave +1. CC: Teleport up. Leave the castle and save. (If you've read the inscriptions and taken the items, you may just let the character get killed in the electroshocks, then resurrect him in the next Ankh Temple—if you have enough money.)

Nakhtkhen's Castle

This Ice Palace is accessible only after the above actions are completed. (Due to its small size, it isn't mapped here.) First visit the Swordsmith, then head north to the crossroads and east to Nakhtkhen. Upon entering, Ask survivor and you'll get an invisible Ring that allows you to find Naakhtkha's Castle. From the crossroads west of Nakhtkhen's Castle, you find Naakhtkha's Castle by going due west. (Follow the unfinished street and head toward the mountains.) The castle is in the midst of the ice pillars you'll eventually find.

Naakhtkha's Castle: The First Gem

In this Ice Palace you want to read inscriptions, free Hordtkha, and grab the first of the eight Gems you need to win the game. Use Protection Rings and Spheres. Before saving a game, check to make sure no one is paralyzed.

A: Touch third symbol. Take the whole party to C and get the Greave, Cuirass +1, Sword +1, Cuirass,

Bucklers, Rod, and Swords. Leave the castle and save.

A: Touch the third symbol. Watch out for the colored windows, which seem to paralyze people. Have most party members wait in another room and send the Wizard from B to C and down to D and E. Dress! Head on to F and G. H: Read inscriptions. I: Don't look in pool, which is filled with carnivorous fish. J, I, K: Down to L. M: Read inscriptions. N: Combat off. O: Free and question Hordtkha; do not attack her. Get first Gem. Exit and save. (If you accidentally slay Hordtkha, don't save the game or it's all over.) Don't explore the rest of the castle yet.

Haaggkha's Castle: The Second Gem

To enter this Pagoda found in the Marshes you must have the first Gem. Once inside, you'll meet the mysterious Haaggkha and get the second Gem. Don't fight in the north part of the castle, for friends are there.

A: Touch the second symbol. Combat off. Move just one character, who should have two empty slots. B, C, D, E, F (pool), G, H. Question Haaggkha at H. Don't attack her. Get the second Gem and the Cuirass +3. Leave the castle and save.

Hordtkhen's Castle: Slaying Hordtkhen

A: Touch the second symbol and send one character to do the following: B, C, D, E. Slay Hordtkhen in E. Get the second Gem, the Cuirass, and the Greave. Leave the castle and save. In the battle with Hordtkhen, cast Protection and Armor, then Creature and Power spells. Hide near the door, left of the bed. Hordtkhen will then shoot at your picture in the mirror instead of at you. Attack when spells are in effect. You might also try to take along a second character (invisible) with archery and have him shoot from the south edge of the room. (This is useful, even though it won't sustain as much damage as usual.) Or you might turn your toughest Warrior invisible and sick him on Hordtkhen.

Haaggkha's Castle: the Third Gem and Exploring the Castle

A: Touch the second symbol. B: Send in the Wizard with combat off. C, D, E, F, G, H: Question Haaggkha and get the third Gem. Leave the castle and save.

You might attempt to explore the south part of the castle at this stage, which will net you experience,

armor, weapons and artifacts. Turn combat off and try to speak to some of the monsters.

A: Touch the second symbol. Send one or two characters, most likely the Wizard and Priest, using Protection. I: Unicorns, a sign that the dragon is in. J, K, L, M, N, M, O, P. Down to Q. R, S, T, U, V, W, U, W. It's dark in W and X. Spells fade fast, but the Light spell shows the door to Y briefly. Y: Same as X; avoid combat. Z: Read inscription at door (see page five of the manual). Set 4/2/4/8 to open door. AA: You can sneak past the dragon and into BB. BB: Get Golden Cuirass +1, Golden Greave +1, and Ring. Exit the way you entered, or Teleport up. Save.

Hazhulkha's Castle: the Fourth Gem

This Minaret in the desert can be entered only at dawn (as soon as the last star vanishes).

A, B (one character only). C, D, C, E, F, G, H, I, J, K, L: There's a pool filled with Invisibility Potion at L; check the tapestry. M, N, then leave the castle and save (or head down to O if you're strong enough—see below). Send the Wizard into A, B alone. Then, C, AA, Z, Y, X, W (secret door: look rug). V, U, T, S, R, Q, O. You'll find the dying Princess Hazhulkha in O. Don't attack her. P: Fight guards, get fourth Gem. Prince Nakhtkhen appears. Don't fight him and you'll get some information. Leave the castle and save. (Don't save if you happened to slay Nakhtkhen or Hazulkha.) Head to the Swordsmith, then to the next castle.

Nakhtkha's Castle: The Fifth and Sixth Gems

Back at this Ice Palace, press the third symbol in A. Leave all but one or two characters here and, using Protection spells, go to B and on to P. Q: After you enter the first time the door bangs shut. You can leave with Teletransport spell. From R, turn combat off and go to S. Don't attack the old man. Turn combat on. T, U: The mechanism opens the door to Q. V, W, X: Get Sceptre. Y, Z, AA: Slay Nakhtkha and get fifth Gem and strange helmet. (You may lose armor when fighting strong monsters, so check it occasionally.) BB: Get Ring. CC: Paralysis is likely, but auto-healing is also available. BB, AA, DD. Return to A. Turn combat off. Meet Nakhtkhen. Don't attack. Get sixth Gem. Leave the castle and save if no one is paralyzed. The Dispel Potion sometimes works on paralysis. (Don't save if you killed Nakhtkhen.)

Haaggkhen's Castle: The Seventh Gem

Haaggkhen is in N, but you may not be able to slay him with direct attacks. Still, you should meet him

and try. In M you can now find a Ring. Even if he's not killed, Haaggkhen disappears if you get all the items from X and Z on one turn. You can do this with a strong Wizard: Go in, get items, throw them away, then get the rest of the items; or go in, get items, go out, throw them away, go in again, get rest of items; or, with a strong Priest along, try to have both characters get all the items at once. After you re-enter the castle and the Prince has disappeared, you'll find his Cuirass and Greave in N. Get the seventh Gem.

Hazulkhen's Castle: The Eighth Gem

This Pyramid in the Desert is accessed by entering the southern door at the correct angle. The southern door is the one facing north. (Remember, the moon is always to the south, and the paths to the Pyramid come from the east and west.) To enter the door, find the correct angle by using the third character from the left and aiming him toward the lower left side of the door. If this doesn't work, hit the return key, advance, and try again. Inside are several excellent +3 weapons and armor. The Protection spell wears off in Q and Y, and you may lose some armor in the battle with Hazhulkhen.

A: Press the second symbol and leave all but one or two characters here. B, C, D (combat off). Question Lord. E, F, G, H: Get torches. I, J, K: Read inscriptions. L: Pool. M, N: Sneak past the dragon, get the Blue Greave +1, the Blue Cuirass +1, and the phial. Leave the castle, save and repeat to get two sets of blue armor.

A: Again, use only two characters. O, P, Q, R (pool), S, T, U, V, W, W, Y. Up to Z. AA, BB: Look window for time. Walk clockwise around second column to trigger "noon" and watch windows to determine time. AA, CC. Blue rays appear at noon. (They also appear throughout the castle, but appear to have no ill effects other than here.) Get Sabre +3, Cuirass +3, Greave +3. (Blue armor provides extra protection.) You can do this several times to obtain extra weapons, but this isn't necessary. AA, Z, DD. Slay Hazulkhen in DD.

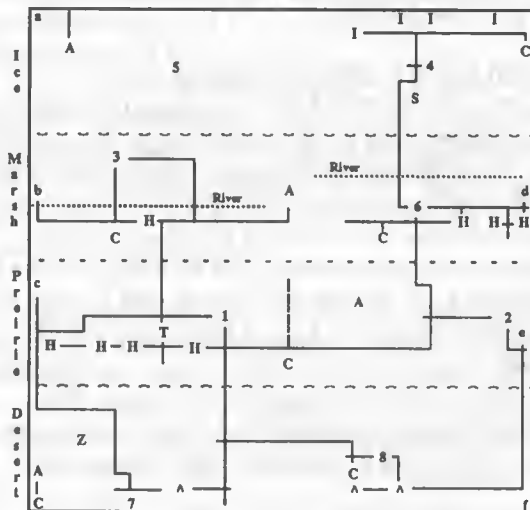
In the battle with Hazulkhen, an excellent strategy is to use an invisible character shooting with archery and a level 12 or higher Wizard attacking from the back. (This makes Hazulkhen move and expose himself to the arrows.) If your Wizard can cast Paralysis, you can fight up close. Upon slaying Hazulkhen, you'll get the eighth Gem.

The Central Path and the Four Dragons

After obtaining all eight Gems and reading all of the inscriptions, go to the magical area in the middle of the island (above the Cemetery in the middle of the map). Take the north-south path between Hordtkhen's Castle and Hordtkha's Castle, avoiding encounters with the huge dragons. Save accordingly.

On the east-west path leading from Hordtkhen's Castle to Hordtkha's Castle, you'll see a break in the street. It's crossed by a double row of blinking triangles leading north. Just before entering this magical path, discard all weapons, armor, and other possessions. Enter the path and four huge dragons will drop from the sky.

Drakkhen: the great outdoors

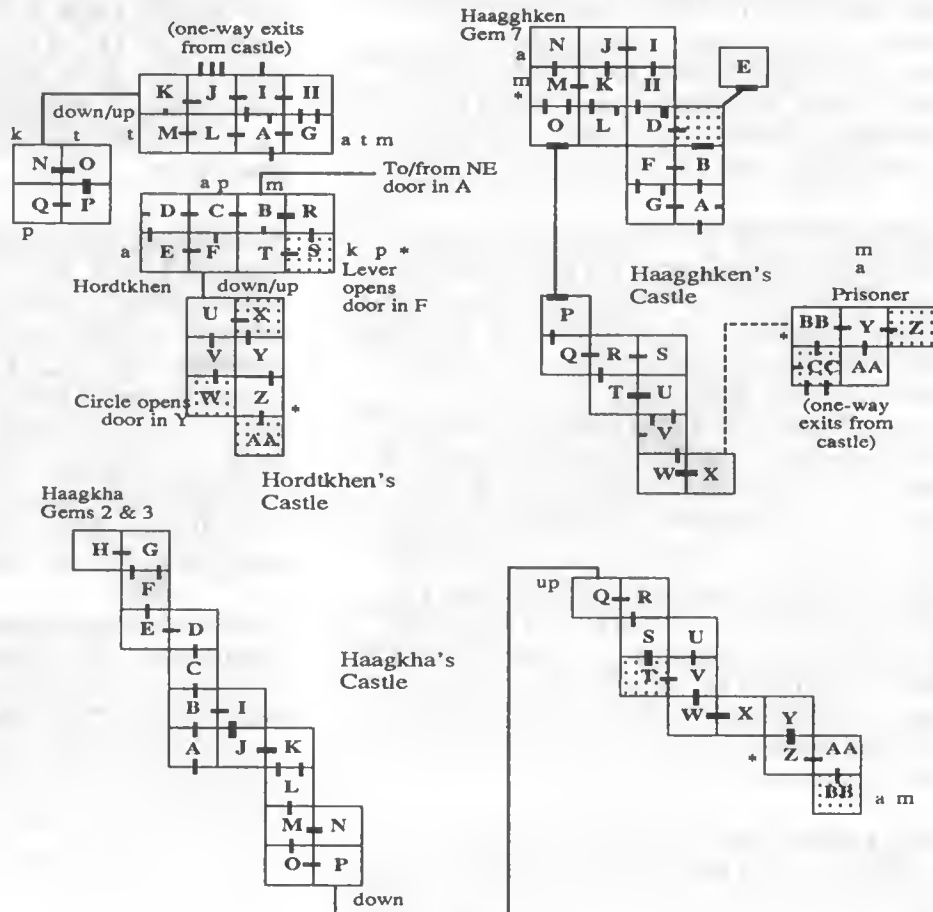


Map Key: Drakkhen Outdoors

Castles	Other Buildings	Teleports
1. Hordtkhen	A. Ankh Temple	a. to f
2. Hordtkha	C. Cemetery	b. to d
3. Haagghkhan	^ Tent	c. to e
4. Nakhkhem	H. House	d. to b
5. Nakhkha	I. Igloo	e. to c
6. Haagghkha	Z. Hermit	f. from a
7. Hazhulkha		
8. Hazhulkhen		

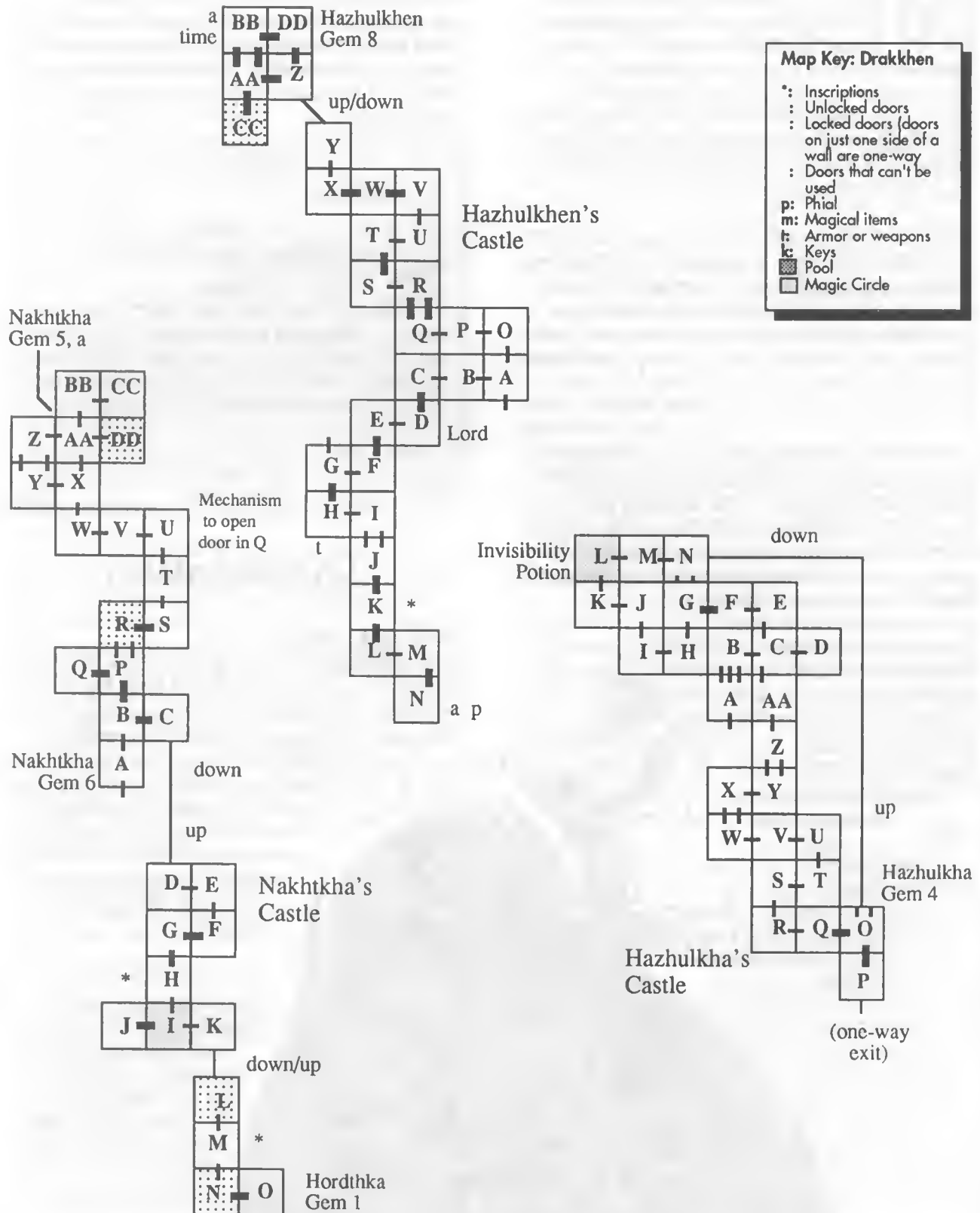
Map Key: Drakkhen

- : Inscriptions
- I: Unlocked doors
- II: Locked doors (doors on just one side of a wall are one-way)
- q: Doors that can't be used
- p: Phial
- m: Magical items
- t: Armor or weapons
- k: Keys
- Pool
- Magic Circle



Drakkhen

Drakkhen



Hero's Quest

A couple of times every year, a game designer sits down at the computer and tries to blend the most distinctive elements of roleplaying adventures — skills, hit points, and lots of monster-bashing — into a game filled with the kind of logical puzzles that distinguish traditional graphic adventures. The result? Usually a Frankenstein monster that comes back to haunt its creator.

Not so with *Hero's Quest*, in which you "roll up" and customize a Thief, Magic-User, or Fighter who possesses appropriate skills (such as lock-picking for the thief) as well as the hit points and magic points familiar to veteran roleplayers. Once you've created your character, the game drops you in the town of Spielberg to rescue the king's son and daughter from the curse of an Evil Witch.

A variety of alternative solutions exist for the game's puzzles, many keyed to the skills of the different character types. And there are plenty of puzzles, for the quest is undertaken in the style of Sierra's conventional animated adventures. You guide your hero around the screen and type commands into the parser (though a mouse can be used to select

quite a few actions on drop-down menus). Combat takes place in a first-person view that shows the animated monster you're fighting.

Punch the arrow keys to duck and attack. The

sound effects in these and other scenes stand out over the music, and the entire soundtrack is a treat. While none of Sierra's typical arcade sequences are involved, you do have to be fast on your feet and hands, and anyone lacking in these skills may be frustrated at times.

Type:

Animated Adventure/Roleplaying

Difficulty:

Intermediate puzzles, tricky action

Systems:

MS-DOS (512K required, 640K on PCjr, 8 mhz or better and hard disk recommended, mouse/joystick optional, CGA/EGA/MCGA/VGA/Hercules, Roland MT-32/Ad Lib/Game Blaster/IBM sound boards); Atari ST (512K); Amiga (512K); Macintosh

Company:

Sierra, Inc.

The Solution

Character Creation

To create a worthwhile Magic-User, add 35 points to Magic and 15 to Intelligence. A solid Fighter requires 20 extra Strength and 10 extra to Agility, Weapons, and Vitality. The best Thief needs 15

extra Agility, 10 added points for Climbing, Dodge, and Strength, and 5 for Weapons. One of the most effective

combinations is a Thief with magic and fighting abilities, created by adding 5 points to Magic and Parry, 10 to Strength and Weapons.

Character Development

Spend the first two days building up skills such as Climbing, accomplished by executing the action (try to climb a wall, for example). Magic spells are either bought in the shop or found. A Fighter (or anyone



with Parry) can practice with the Weapons Master daily at the Castle — ask about sword, ask about skill. Anyone can earn money by working in the castle's stables. You can sleep safely and restore health points at Erana's Peace (but not on the night you visited Baba, until after you give her the mandrake root). If you don't want to fight an attacker, you can just escape. Before tackling the Brigands, buy some chain mail armor.

Spielburg and the Brauggi

Go to the apple cart and buy 50 apples. Walk to Brauggi and bargain. Give apples.

The Castle

To enter: Ask about brigands. Ask about daughter. Ask about son. Open gate. (See Character Development for training and earning money.)

The Fox

Examine fox. Free fox.

The Healer's Hut and the Ring

To get the ring from the tree, a Magic-User can cast Flame Dart; anyone else should: get rocks, throw rock at nest (until ring falls). Knock on door. Give ring.

The Thieves' Guild: Burglarizing Spielburg

(Non-thief characters cannot complete this section.) Visit Spielburg at night and enter the alley next to the Tavern. Give Thief sign. Enter the Tavern and tell the goon the password (obtained in the alley). In the Thieves' Guild, go to the window and buy license. At the old lady's house on the west side of town, pick lock (until it opens). Sneak. Take candles. Search basket (get pearls). Exit and go to the pink house on the other side of town. Pick lock (still sneaking). Get music box. Open drawers. Get candles. Get vase. Return to Thieves' Guild and sell everything you stole.

The Seed-Spitting Plants

A Magic-User can cast Fetch at seed. Anyone else can either climb rock, then catch seed, or get rocks, throw rock at seed.

The Dryad and the Dispel Formula

To the Dryad, say yes twice. Get acorn. Visit the Meeps. (Before proceeding, a Magic-User should ask about scroll, get scroll.) Ask about fur. Ask about green fur. Get fur. Go to the Mushrooms and get mushrooms (three times). In Spielburg, buy flask at Dry Goods. At the waterfall, put water in flask. Go to the Healer: Give fur, give acorns, give water, give mushrooms (three times). At Erana's

Peace, a Magic-User should first cast Open, then get scroll. All characters should get flowers (three times). Buy another flask.

The Fairy Dust

At night, visit the Fairies. Dance. Ask about Fairy dust. After you get some, return to the Healer and give dust. Give flowers (three times). Exit. Return and get Dispel potion.

Baba Yaga and the Mandrake Root

Outside, ask about rhyme. Ask about deal. Yes. Give gem. Ivu of cspxo now tju epxo. Inside, move once. Answer yes to questions. Go to the Healer and buy undead unguent. (If you don't have enough money, earn more at the stables, by taking flowers to the Healer and so on.) Go to location due north of graveyard. At midnight, use undead unguent potion. Enter graveyard. Get mandrake root. Return to Baba. Ivu of cspxo now tju epxo. Enter. Yes.

'enry the Hermit tells All

At the waterfall, get rocks. Throw rock at door (until it opens). Climb ladder. Knock. Move away from door (go to the right). Ask about Erasmus. Ask about Brigand Warlock. Ask about magic. Ask about magic mirror. Ask about Trigger spell. Magic-Users should also ask about scroll, answer yes, get scroll. Leave. Climb ladder.

Erasmus

The Gargoyle asks several questions. The meaning of life is "life is a bowl of cherries." If asked about a favorite color, say purple. If asked for the Thieves Guild password, say anything else. Inside, go upstairs and ask about Erana, ask about protection, ask about curses, ask about countercurses, ask about magic mirror. Magic-Users may play game to master Dazzle spell.

The Troll, the Bear, and the Kobold

Each character class uses a different method to get past the Troll. A Fighter can simply kill him; a Thief might sneak past by luring the Troll to the left, then to the front of the screen and over to the right, though the Calm spell or combat may be easier; a Magic-User can cast Calm. Gffe bear. East. Each class also uses a different method of dealing with the Kobold. A Thief can sneak (until his footsteps can't be heard), then take key; a Magic-User may cast Fetch at key; a Fighter, naturally, will have to kill the Kobold. West. Unlock bear. Return to Castle and go to the doors. In the morning, return to Spielburg and buy chain mail armor.

Entering the Brigand's Fortress

Go to the Tavern in Spielburg. Get note (on floor by stool). Go to Archery Range at noon (enter from the east so you won't be seen). After Bruno leaves, go south, then north. Kill Brigand. Search body. Get key. At the Antwerp, walk along the left side. Search rocks (until you find the keyhole). Use key. A Thief may be able to pick lock, so he won't have to kill the Brigand for the key. (If necessary, return to Guild and buy Toolkit, then pick lock with Toolkit.) A Magic-User with enough power may be able to cast Open. Push rock.

Before entering the Fortress, say *ijefo hptflf*. Inside, go down, then east through lower passage. There are three ways to defeat the Minotaur. A Fighter can kill him, then force gate; a Thief can sneak (type the word "sneak") behind him on left side of Fortress, then run and hide behind rock on the right and climb wall; a Magic-User can cast Calm, cast Open.

Inside the Brigand's Fortress

Walk around the logs on the left, then cross the right plank. Go near the center of the last barricade and step over rope (type "step over rope"). Go through door. The moment you're inside, close and block door. Close the door on the upper right and block it, too (chairs can be used to do so). Push candelabra. Walk to

front of the table. When all the Brigands begin moving, climb table. Open door.

The Funhouse and the Brigand Leader

Ask about *Fmtb*. East. At the corner, just barely touch it and go up. (If you fall, stand.) Go through first door (green one) on the right. Pull chain. Go back and enter the door you just opened. Go through the passage. Open door. (Move back quickly to avoid death.) Open door. Walk through it. When Brigand Leader flees, use *Dispel* potion on leader. Search desk. Get potions. Get mirror. Exit via curtain on right.

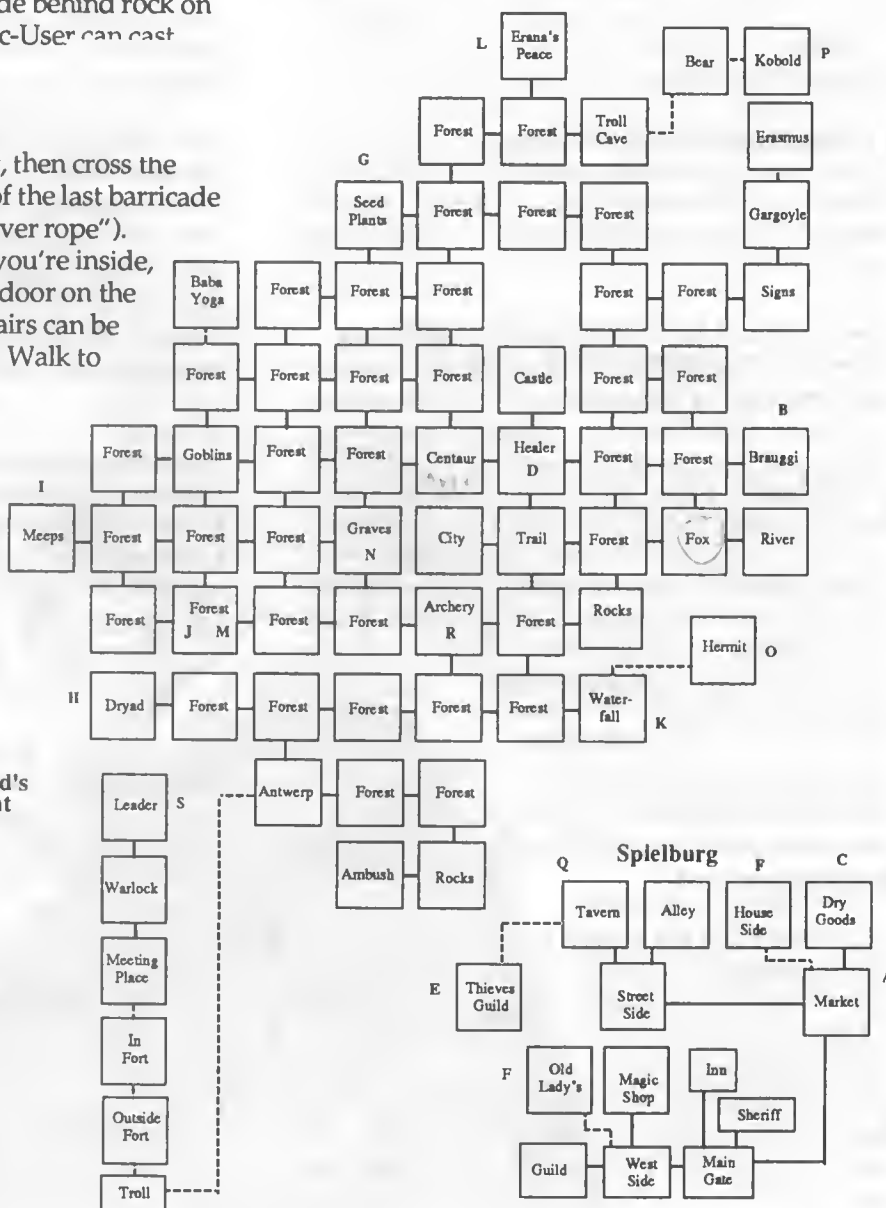
Back to Baba

Ivu of *cspxo* now *tju epxo*. Immediately upon entering, use *njssps*. Move (any direction.)

Map Key: Hero's Quest

- A: Apples
- B: Gem
- C: Flask, Armor (Dry Goods)
- D: Ring, Rocks, Gold, Dispel Potion, Undead Unguent
- E: Thieves License
- F: Loot (Thieves only)
- G: Seed, Rocks
- H: Acorn, Scroll
- I: Green Fur, Scroll
- J: Mushrooms
- K: Water
- L: Flowers, Scroll
- M: Fairy Dust
- N: Mandrake Root
- O: Trigger Spell
- P: Magic Key
- Q: Note
- R: Key to Brigand's Hideout
- S: Potions, Magic Mirror

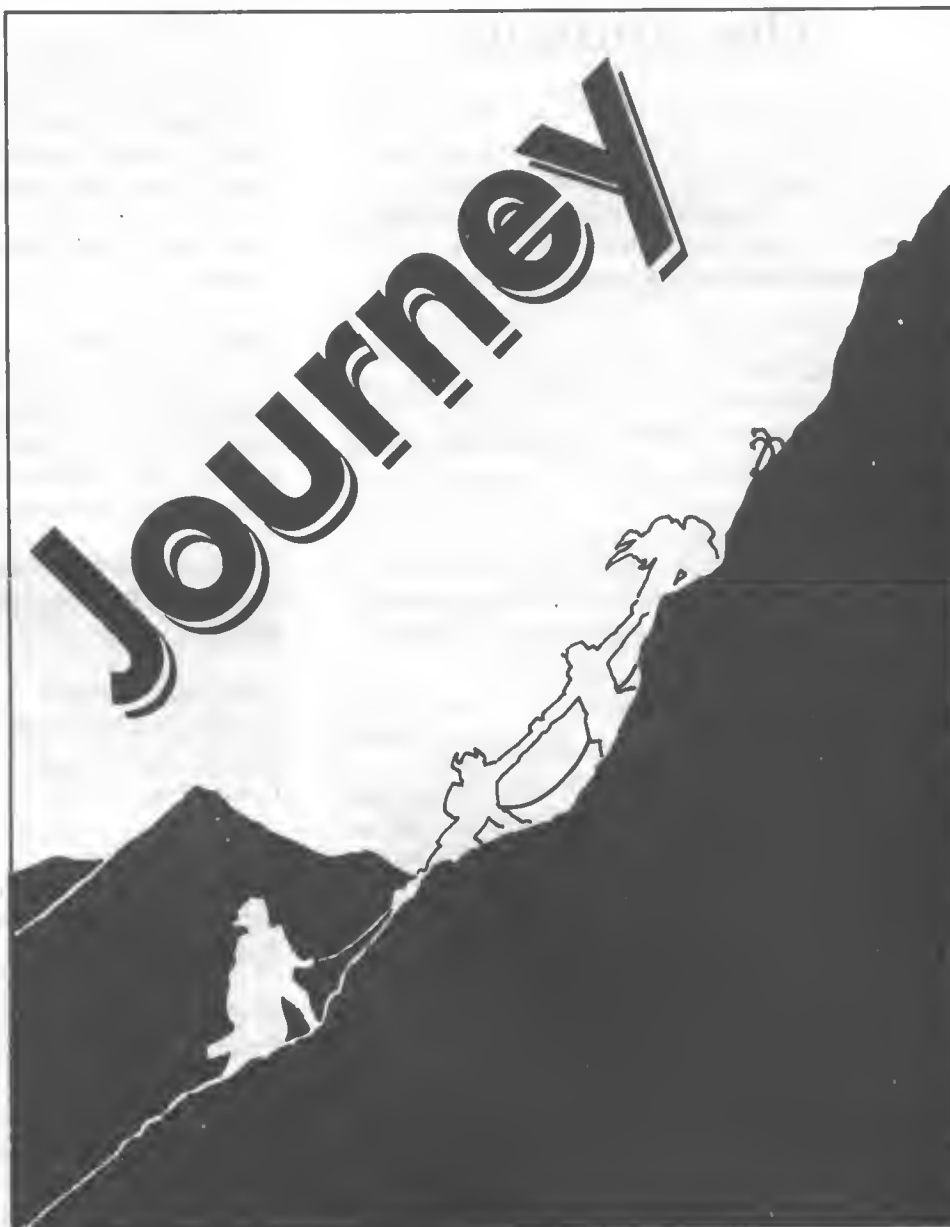
Brigand's Hideout



Journey was Infocom's first (and only) "roleplay chronicle." The experience is like roleplaying, for your character leads a group on a mighty quest; a couple of your compadres possess skills that come into play along the way; and you must win a few simple battles. But *Journey*, courtesy of a treasure trove of prose penned by Zorkmaster Marc Blank, emphasizes the story over hit points and maze-mapping.

As Tag, an apprentice food merchant, you are out to halt a five-year series of plagues, disease, and famine brought on by the Dread Lord. This compels you to round up the Seven Stones, magical gems that were scattered about the land long ago. From the top of Sunrise Mountain to the forest of the Elves and on into the depths of the caverns beyond the Dwarf Gate, every step of the way is brightly illustrated in a window on the left of the screen, while the text fills one on the right. Rather than type words into a parser, you choose commands with the mouse. The menus are context-sensitive, so their commands will reflect the different alternatives in each situation. Spells are cast by first mixing the proper essences of air, fire, and other elements. These spells often play a part in solving the raft of logical puzzles.

Journey's story is rigidly linear, and you can't even return to most locations once you've walked through the door to the next area. If you go astray and the quest fails, a friendly feature called Musings gives hints on what you did wrong or might try the next time. With its fascinating setting and simple interface, *Journey* offers first-time roleplayers a smooth introduction to the genre.



Type:
Roleplay Chronicle

Difficulty:
Novice

Systems:
MS-DOS (384K required, CGA/EGA/Tandy, mouse or joystick optional); Amiga (512K and RGB monitor required); Macintosh (512K required; color supported on Mac II); Apple (128K required, mouse/joystick optional)

Company:
Infocom/Activision

The Solution

Due to this game's linear structure and the fact that you usually can't return to a location, maps have not been included with this solution. There are three random elements: the color of the residue left by spells, the cave numbers assigned to the runes in the Magic Mill, and the name of a character.

Lavos

Background. Start. Get advice. Enter. Examine map. Reply. Buy map. Exit. Proceed. Enter. Look around. Examine customers. Buy drinks (twice). Exit. Accept. Proceed.

Going to the Hermit

Get advice. Scout. Right. Scout. Examine bodies (Esher and Praxix). Proceed. Scout. Follow smoke. Examine hut. Knock. Tell truth. Examine hermit. Look around. Exit.

The Coming Storm

Tell Legend of Wizards, Magic (note color of residue left by Elevation spell). Examine bag (Praxix). Examine lake. Proceed. Examine stream (Esher). Get advice. Find gold (twice). Cast Elevation at Tag.

Minar's Disappearance

Get advice. Enter lake. Dive. Scout. Proceed. Enter cave. Cast Glow on staff. Proceed. Examine pool. Get advice. Enter pool. Leave tube. Hide. Examine Minar.

The Blue Amulet

Wide Path. Left. Pick up torch. Back. Right. Examine blue amulet. Pick up blue amulet. Proceed. Pick up cover. Drop blue amulet. Junction. Smelly pool. Dive. Pick up blue amulet. Surface. Back. Back to cave. Tell Legend of Nymphs.

The River

Proceed. Scout. Upstream (twice). Build raft. Launch raft. Cross (four times).

Sunset Mountain

Scout. Cast Hmpx on map. Examine map.

The Caves of the Dwarves

Scout. Look around. Get help. Tell Legend of Dwarves, Gates, and Reth a-Zar. Enter. Proceed. Stand (twice). Parley. Tell truth. Accept. Tell Story of Gates, Caverns, Orcs, and Elves. Proceed. Tell Story of Sun Towers. Tell Legend of Elves and Bern i-Lan. Proceed.

The Runes

Examine Runes (Hurth). Enter. Scout. Left (or right). Cast Gmbsf. Cast Fmfwbujpo (on anyone). Scout. Right. Get advice. Examine Orcs. Fight. Flank (anyone). Cast Nve. Combat (three times). Return. Examine brown amulet.

The Terror at the End of the Road

Proceed (three). Back. Cast Usfnps.

The Sun Towers

Up. Left. Get advice. Cast Fmfwbujpo (on anyone). Cast Xjoe (again noting the color of residue and combination of essences used in the spell). Leave (anyone). Up. Look around. Pick up spyglass. Down. Right. Exit.

The Forest of the Elves (Bergon)

Get advice. Split up. Proceed. Examine trees. Return.

The Forest (Praxix)

Proceed. Examine stump. Save. Cast Mjhiuojoh (noting combination of essences used). Restore. Cast Usfnps. Down. Back.

The Forest (Tag)

Proceed. Stream path. Approach (twice). Examine woman. Talk to Elf. Speak Elvish. "Tag-la." Speak Elvish. "Agrith b'ran."

The Forest and the Fire

Praxix route. Down. Proceed. Examine walls (Praxix and Esher). Proceed. Left or right (four times). Up. Elf home. Get advice. Examine fire and Elves. Follow Elves. Examine fire and Elves. Cast Sbjo.

Back to the Caves

Scout. Get advice. North route. Enter. Confront. Tell Story of Agrith and Cedrith. Get advice. Down (twice). This level. Scout. Get advice.

Around the Orcs

Around Orcs. Right. Examine runes (Praxix). Speak. "Lorem." Left. Back.

Past the Orcs

Past Orcs. Cast Usfnps. Cast Fmfwbujpo (on himself). Proceed. Scout. Proceed. Cast Usfnps. Combat (twice).

Healing Bergon

Examine Bergon. Mix reagent with xbufs essence. Use mix on Bergon. Proceed.

The Mines

Scout. Enter tunnel. Scout. Left. Scout. Old mine. Examine walls (Praxix). Get advice. Back. New mine. Enter cleft. Examine walls (Hurth). Back. Enter cleft. Examine walls (Praxix). Examine miner (Esher). Examine miner's sack (Hurth). Ask miner about Orcs (twice) and mine. Pick up red rock. Back (twice).

The Tomb

Up. Right. Crude path. Get advice. Examine crack. Down. Hurth. Jump. Look around. Climb up. Examine key. Back. Ornate path. Examine door. Open door. Examine vault and runes (Hurth). Mix reagent with gjsf essence. Use mix on vault. Examine coffin. Examine white stone. Back (twice).

The Ancient Forest

Proceed (three times). Cast Gmbsf (noting residue color and combination of essences). Scout. Proceed.

The Magic Mill (Praxix)

Ask tree about paths and location. Examine talking tree. Njmlz xbz. Examine mechanism. Cast Glow on staff. Down. Left. Down. Up. Proceed (three times). Back (three times). Examine device. Save.

Teleporting the Pick-Axe

(This is a random puzzle in which you're trying to teleport the pick-axe in the second cave—counting away from the Control Room—into the first cave. The first dial means From; the second, To. There are six caves and six runes in all, but you have access to three. The runes can go clockwise or counter-clockwise.) Left dial set to (position). Right dial set to (position). Push button. Wait. (When you have successfully teleported the pick-axe, you'll see a glint through the Control Room window in the first cave; if you fail, restore and try again.) Back to Pits. Down. Pick up pick-axe. Mine rock. Control Room. Save. (Teleport yourself from cave one to cave three.) Left dial set to (position). Right dial set to (position). Push button. Back to Pits. Down. Follow light.

The Ruins

Examine water and bridge. Cross. Proceed. Tower. Up. Accept. Tell Story about Castle. Down. Examine stones. Mix reagent with gjsf essence. Use mix on stones. Back. Courtyard. Moat. Swim. Courtyard. Cast Sbjo.

Hurth's Toxic Allergies

Proceed. Examine Hurth (Esher).

Captured by Orcs

Proceed. Free him. Get advice. Follow Orcs. Get advice. Scout. Inventory. Use red rock. Run for it.

The Demon

Proceed. Examine shadow (Hurth). Hide. Mix bjs essence with xbufs essence. Proceed.

Umber and the Mudwargs

Stay. Ask Umber about mudwargs. Get advice. Examine Umber's sack. Mix cmbdl reagent with gjsf. Use mix on staff. Leave.

Zan's Curio Shop

Scout. Examine emporium and curio shop. Curio shop. Look around. Reply. Examine gray stone. Buy gray stone. Trade tqzhmbtt. Proceed.

Zan's Tavern

Tavern. Order meal. Examine other table. Get advice. Cast Jowjtjcjmjuz. Eavesdrop (twice, noting name of drunk mentioned, which is different each time). Exit.

Wharf

Wharf. Yes. (Give name of drunk mentioned in Tavern.) Get advice. Zephyr. Tell truth. Accept.

Inn

Inn. Check in. Accept. Exit. Camp out.

In Jail

Examine cell. Escape. Call Sheriff. Mix hsbz reagent with gjsf essence. Cast Usfnps. Examine Sheriff. Use mix on Sheriff.

On Ship

Scout. Examine Twin Isles (Esher). Examine sky and crew (Praxix). Relax. Climb mast. Examine boat (Esher). Cast Fmfwbujpo on Tag. Cast Xjoe.

Misty Isle

Examine Praxix. Pick up Praxix' pouch. Save. Using the colors from the residue left with certain spells that you noted previously, and combination of essences used each time, figure out the correct combination of colors and use the process of elimination to figure out coarse and fine: lightning equals xbufs essence plus fire essence and a pinch of earth essence. Mix (essence) with (essence). Add pinch of (essence). Cast mixture.

KEEF the THIEF



With its irreverent lampooning of roleplaying games, *Keef the Thief* became an instant favorite around the QuestBusters office. It's a one-character quest in which you play a teenaged thief whose long-range goal is to become God-King of the Tri-City Area. Looting and plundering are your main activities, though you won't be successful until you develop a knack for disarming traps. The main quest involves finding the Artifact of Mem and five other pieces of an idol.

Clues (as well as gags) crop up in dialogue with NPCs and in various books such as the Book of Swords, which explains that this world's most powerful sword is named Bruce. The charming magic system spoofs *Ultima* by having you mix reagents to cast spells like Flickus Bickus for a light

source and Bandus Aidus for healing. The combat system is unique. It's like a space combat game with a radar screen where blips show your location and that of your foes. A horizontal band below reveals a narrow 3-D picture of the monster and terrain; to move, you click on the band.

Sketched in an original and distinctive style, vivid 3-D graphics span the width of the screen when you're in a dungeon or town. Some are interactive, so you can click on things in the picture to examine or activate them. The ability to choose "Easier Monsters" and "Fewer Monsters" at any time is a boon for novices. There are only a few dungeons to explore, and the jungle-covered island is so small that veteran questers who take their adventures seriously may not have much fun here. But *Keef the Thief* is especially recommended to people whose favorite character class is the thief as well as for all roleplayers with a taste for satire.

Type:
Fantasy Roleplaying

Difficulty:
Novice

Systems:
MSDOS (512K, Hercules/CGA/EGA/VGA/
MCGA/Tandy 16-color); Amiga, Atari ST, Apple
IIGS (512K)

Company:
Naughty Dog/Electronic Arts

The Solution

Character Development

In the early stages of the game, wander around Same Mercon fighting whatever comes your way. Use the tree branch found just outside town for a weapon until you can steal or afford a better one. Buy or steal armor from the shop. Be cautious when stealing (and save first) — shopkeepers will call the guards if they catch you. You can't outrun the guards, but will get lots of experience points if you can kill them. To hold onto your gold, save the game before buying information; after buying it, restore.

Disarming Traps

Always save before disarming anything. The message "...what a graceful thing you are" means you're doing it right, but failed anyway and got hurt. "Just business" means you did it right, but failed anyway and got killed. References to "ice trap" and "bus boy" mean you're doing it wrong.

To boost your Trap Disarming skill, burglarize the homes in Same Mercon. Another method is to climb the tree in the southwest corner of the island, disarm the trap, and steal the Phoenix Eggs, which can be repeated. Note that your skill is increased only if you successfully disarm the trap.

Magic Reagents

Dragon's Drool: Fire
Peppermint Sprig: Healing
Scorpion Tail: Hatred
Skunk Juice: Protection
Owl's Eye: Sight
Rhino Horn: Opening
Glow Grass: Light
Wart Weed: Power
Black Pearl: Focus
Kiki Root: Magnification
Narcissus Root: Self
Phoenix Eggs: Infinity

Spells

Those marked with an asterisk (*) are not listed on the scroll. Clues to these spells are found in Bad Poetry.

Circle of Unity

Spell	Reagents	Effect	Cost
Bandus Aidus	Self, Healing	cure minor wounds	3
Flickus Bickus	Light, Fire	better dungeon light	4
Emus Exesus	Hatred	minor damage to one	3
*Nudus Bunsus	Opening, Self, Focus	try it in Pink Dragon!	1

Pyramid of Power

Generus Elektrus	Fire, Light, Sight	light in dungeons	7
Huvius Vacuumus	Focus, Sight	find hidden objects	25
Cynus Arcenus	Hatred, Focus	moderate damage to one foe	6
Agenus Oranus	Hatred, Magnify	minor damage to all foes	10
Riteus Gardus	Self, Protection	minor protection	6
*Makus Foodus	Self, Heal, Power	makes food	20

Cube of Force

Takus Tylenus	Self, Heal, Power	cure medium-heavy wounds	15
Dranus Lique	Focus, Opening	opens unlocked objects	20
Qnus Arudes	Focus, Power, Hatred	heavy damage to one	15
Napus Almus	Magnify, Power, Hate	moderate damage to all	20
Mutus Omahaus	Power, Protect, Self	moderate protection	15
*Bigus Litus	Sight, Light, Power	best dungeon light	12
*Goodas Newus	Heal, Self, Infinity	cures all wounds	20

Pentagram of Infinity

Usus Carus	Infinity, Light, Sight	brief Charisma boost	15
Pizus Coldus	Infinity, Focus, Hatred	major damage to one foe	20
Olus Gayus	Infinity, Magnify, Hatred	heavy damage to all foes	25
Lyodus Londus	Infinity, Self, Protection	major self-destruction	20
Barbus Rubinus	Infinity, Self, Hatred	boosts combat damage	30
*Phonus Homus	Infinity, Sight, Self	teleports to outside Mercon	35
*Killus Deadus	Fire, Hatred, Focus	extreme damage to one foe	18
*Wastus Em!	Fire, Hatred, Magnify	major damage to all foes	20
*Elmus Pastus	Infinity, Power, Focus	creates idol	100

Same Mercon

Treasures: Dog, Goblet, Plate, Toothbrush, Painting, Charles, Gems, Glove, Ruby Necklace, Teapot, Green Necklace.

Traps: Candles (remove from wall), Fireplace (brush embers back into fire), Teapot (keep it from spilling).

Steal the following, preferably in this order: a weapon, a bow, armor, reagents, the Scroll of Unity, the Flower of Mem, and a Clydesdale. After the guard passes a house, enter and steal the objects from the houses. Take the first eight listed above and give them to the Collector in the Pink Dragon. (You may want to keep Charles until you find a better sword.) Use the money to buy a lockpick, knife, rope, and oil from the Master Thief (Nasty Dude). Remove traps from objects 9, 10, and 11 before stealing them. Exit Mercon and wander in the jungle, fighting till you reach level six.

Same Mercon Palace and Treasury

Treasures: Yang, Arm of Wealth, The Tortoise, Shard of Mem, Scroll of Force.

Traps: Walls (wave weapon ahead of you), Floor (tap it carefully), Right of Pedestal (stick knife in hole), Back Wall (twist upright sword), Front of Pedestal (push in the front panel).

Show the Flower of Mem to the Princess and go south. At (A), fight the guards and search for a secret door to the Treasury (B). Exit the Palace Halls (to save the game). Repeat the process of going to a trap, removing it, then exiting and saving if you were successful. If you fail, restore. After removing all necessary traps, steal the treasures.

Fiend Hole

Treasure: Nischtarr.

Fight your way to (C) and search to get the sword.

Tel Roca Bridge

Treasure: Passport.

Select "Other Command" and use the bow to shoot the guard. Search.

Al Handratta's Hut

Treasures: Hermit's Key, Scroll of Force, Gem of Wisdom, Tortoise and the Hare.

Show Clydesdale to Al Handratta to get the key. Enter the Hut. At (D), search and get the Scroll.

Fight the Hydra before using Al's key to reach the treasures at (E).

Land's End

Treasures: Five Phoenix Eggs (on each visit).

Traps: Egg (carefully taking it), Tree (use rope to secure yourself).

Climb the tree, remove the traps, steal the Eggs. Repeat to boost Disarm skill.

Waterfall and Behind the Falls

Treasures: Moe, Mermaid's Ring, Arm of Love.

Traps: Torch (pull it forward), Pedestal (slide knife under it)

Enter the waterfall. Fight the monsters. Search for treasures at (F) and (G). Exit and show the Mermaid's Ring to the Mermaid. Re-enter the waterfall to get the Arm of Love at (H).

Top of Lift and Mem Santi

Treasures: Yin, 500 Gold, Used Scrolls, Babh el Buhd, Key of Koran, Achilles, Artifact of Mem.

Traps: Floor (use knife to jam spikes), Right Wall (use knife to jam panel), Ceiling (squirt oil into cracks in ceiling), Sceptre (crush top of Specter), Gem (remove it from stand), Right Side of Bench (squirt oil inside hole).

Climb to the top of the hollow tree trunk and go up the lift. At the Foyer, show the Shard of Mem to the Curator and search to reveal a hidden door. Enter Mem Santi. You can return and get the treasure at (\$) on level three now or later. At (I), fight Mem's Second, Mem Santi. Search for Yin (use in combination with Yang as powerful sword). At stairs to the Maze, fight the enemy, search and get Achilles. Enter the Maze.

Mem Santi Maze

Only one of the six doors (all marked X on the map) will teleport you to (1). This is randomized, so try the doors until you find the right one. All others send you to (2), where you can try another door. When you get to (1), fight Mem's First, then go down the ladder and get the Artifact of Mem. Go through the door, and you'll be teleported to (2), where you can find your way back to the stairs and exit.

Ruins of Tel Empor

Treasures: Telloc's Log, St. George, Plate of Strength.

Traps: Leaking Brick (slip knife under it), Ceiling (use rope to secure loose rock), Front of Pedestal (push buttons one and three), Torches (pull Torch Holders forward).

Before entering the ruins, enter Al Handratta's Hut, climb down the stairs, and go to (J), the West Double Doors. Use the Koran Key and exit (the way you came in). Enter Ruins of Tel Empor and take the stairs down (d1) until you reach level four. Go to (*) and use the Koran Key. At (K), cast Huvius Vacuumus to get Telloc's Log. Go to (T1) on the same level, where you'll be teleported to (T1) on level one. Go down stairs (d4) through (d7). At (L) on level five, search and get the sword. Go down (d8). At (M) on level six, cast Dranus Lique to open the door. Remove traps from (N) and steal the Plate.

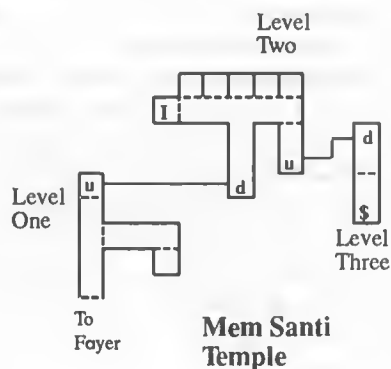
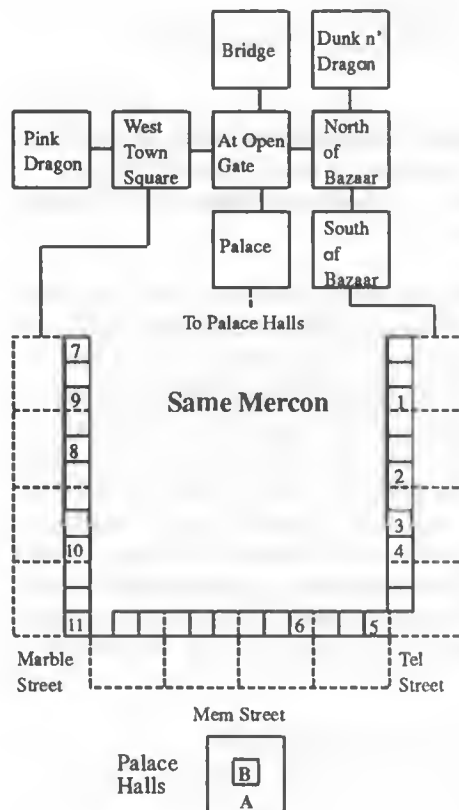
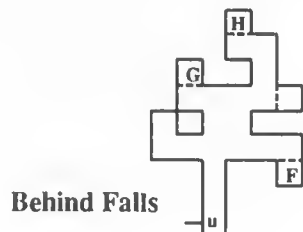
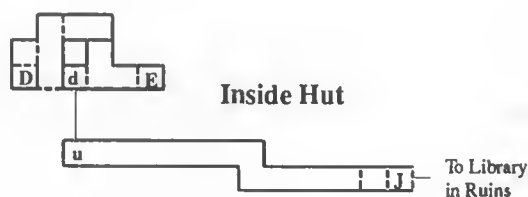
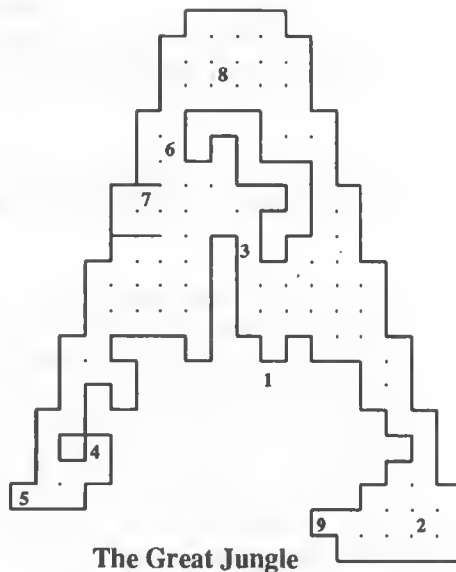
The Black Gate and Tel Hande

Treasures: Bruce, Telloc's Skull, Scroll of Infinity, Globe of Power.

You must have the Passport from the Tel Roca Bridge to enter Tel Hande. At (O) on floor one, you can enter the contest to get the sword, Bruce (though Tortoise is better). Go downstairs (d1) and get Telloc's Skull at (P) in the basement. Go back up to level one. Go up at (u3) and continue till you reach (u6) in the basement. Go up these stairs to level three. At (Q), cast Huvius Vacuumus to get the Scroll. Go up the stairs to level five. Have lots of Heal spells prepared before fighting the Magician King at (R), where you get the Globe of Power. Try casting four Wastus Ems, then using the Tortoise to finish off the Magician.

Ruins of Tel Empor

Enter the Ruins and climb down (d4) and (d5). On level three, climb up (u9). At (S) on level two, select "Other Command" (or use Skull) to throw the Skull into the Abyss. Exit the Ruins. Select "Other Command" to speak the word Uvob. Climb the staircase that appears. You should have all six artifacts by now. Cast Elmus Pastus to assemble them and become the God-King.



Keef the Thief

Map Key: Keef the Thief

Some of these numbers, mainly two-digit numbers indicating stairs, are placed beside their location on the map rather than in the specific square.

The Great Jungle

- 1: Same Mercon
- 2: Fiend Hole
- 3: Tel Roca Bridge
- 4: Al's Hut
- 5: Land's End
- 6: Waterfall
- 7: Mem Santi
- 8: Black Gate and Tel Hande
- 9: Ruins of Tel Empor

Same Mercon and the Palace Halls

- 1-11: Treasures
- A: Secret Door
- B: Treasury (Arm of Wealth, The Tortoise, Shard of Mem, Scroll of Force)

Fiend Hole

- C: Nischarr

Inside Hut

- D: Scroll of Force
- E: Gem of Wisdom, the Hare
- J: West Double Doors (to Library in the Ruins)

Waterfall

- F: Moe
- G: Ring
- H: Arms of Love

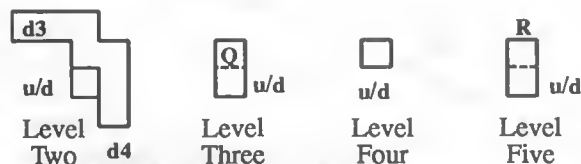
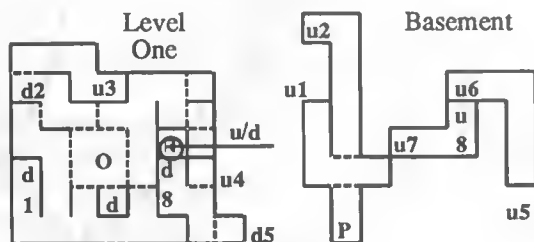
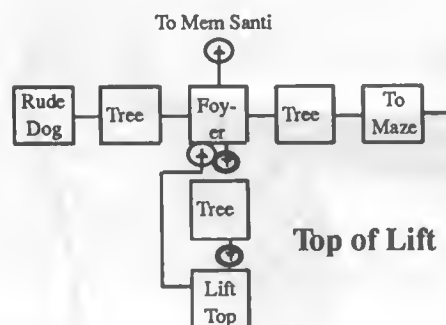
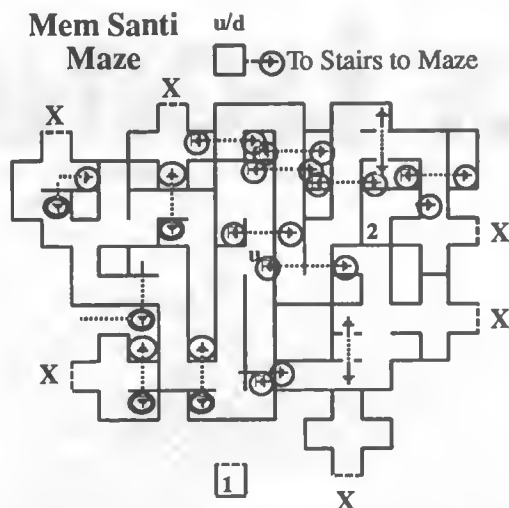
Mem Santi

- I: Mem's Second (Yin)
- Treasury: Hare, Scroll, Key of Koran

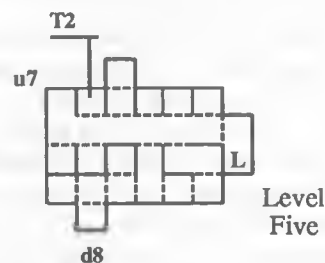
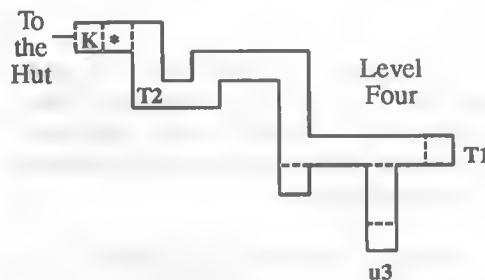
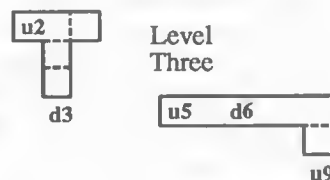
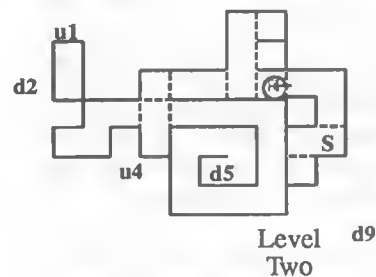
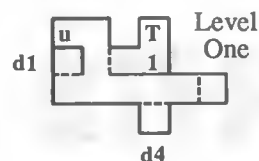
Mem Santi Maze

Dotted lines connecting arrows indicate halls that run over (or below) the room through which the dots pass.

Mem Santi Maze



Tel Hande



Mem Santi Maze

Dotted lines connecting arrows indicate halls that run over (or below) the room through which the dots pass.

1: Mem's First (Artifact of Mem)

Tel Empor

*: Use Koran Key

K: Telloc's Log

L: Sword St. George

M: Cast Dranus Lique

N: Plate of Strength

T1: Teleports from Level 4 to Level 1

T2: Teleports from Level 5 to Level 4

Tel Hande

O: Contest for Bruce

P: Telloc's Skull

Q: Scroll of Infinity

R: Magician King (Globe of Power)

S: The Abyss

Artifacts

Arm of Wealth (Mercon Treasury)

Gem of Wisdom (Hut)

Arm of Love (Waterfall)

Artifact of Mem (Mem Santi Maze)

Plate of Strength (Tel Empor)

KNIGHTS OF LEGEND

A combat-intensive challenge designed by Todd Mitchell Porter, *Knights of Legend* requires you to complete 23 mini-quests before going on to rescue the great knight Segallion from Pildar, the Dark Lord. In each quest you must defeat the monsters guarding a particular artifact, then return the item to the person who sent you on that quest.

Assorted and colorful icons govern every action. Many of these icons are devoted to the intricate combat system, in which your party members are represented by numbered figures on a battlefield. By clicking on icons to choose options such as hack, slash, and thrust, you select your character's type of attack, defensive posture, or movement.

Every spell in the magic system consists of five or six syllables drawn from an Elven language. This gives it an authentic feel, but also means you've either got to become fluent in the language, or keep the 153-page manual handy.

Character classes are worked into the action as well as into the story: When casting a spell, you must state your target's race, which may modify a spell's effects. Graphics are magnificent, and you can even create custom character icons. Set in the land of Ashtalarea, this quest features non-player characters with more substance than those in most fantasy lands. When one of your characters is talking with someone, the NPC even knows his or her sex and uses the appropriate pronouns. With its wide array of weapons and armor, this game is recommended for all combat and magic fans — except those with a C-64, for the constant disk access takes too long on that machine.



The Solution

General Tips

To trade gold, have the character with the gold buy an item, then trade it to the character who needs gold — he can now sell it for the same amount. To get lots of gold, trade all items to two or three characters (one won't have enough pockets to hold everything). Then enter the same Inn where the entire party was last saved. Inside, save only the characters with the items. Have those without

Type:
Fantasy Roleplaying

Difficulty:
Advanced

Systems:
MS-DOS (256K, Hercules/CGA/EGA/VGA/
MCGA/Tandy 16-color); Apple II and IIGS (64K
required; mouse optional; enhanced version for
IIGS); C-64

Company:
ORIGIN

items exit the Inn, then quit the game. When you restart, the traded items will have been duplicated. One of your first quests should be to return the Crown to Biblik the Sage in Htron. Follow the Tegal River to find the encounter. Biblik will give you a coat that enables a character to fly like a Kelder.

Magic

You need at least one magic user in your party. Buy all the spells you want to (up to the maximum of sixteen) before you join one of the magical orders. Make sure you have long-range and close-range body spells affecting each creature class. Only then should you join an Order and have the Order modify your spells.

This list of Mages tells who can induct a party member into an Order:

Slaine the Younger

Location: Tegal Hamlet, southwest of Htron (Avalonians)
Order: The Order of the Blue Gem
Cost to join: 450 g.c.
Spell types: Spells affecting Kelden and Dwarves

Astimiah Echart

Location: Brettle
Order: The Order of the White Pearl
Cost to join: 500 g.c.
Spell types: Spells affecting Elves and Humans

Torellen Mystanguan

Location: Shellemoon
Order: The Order of Black Onyx
Cost to join: 470 g.c.
Spell types: Spells affecting Legendary Creatures

Joolie Jimathy

Location: Olanthen
Order: The Order of the Dark Stone
Cost to join: 300 g.c.
Spell types: Spells affecting Undead

Vassred the Powerful

Location: Poitle's Lock
Order: The Order of the Secret Storm
Cost to join: 610 g.c.
Spell types: Spells affecting Giant-kind

Zobin Al Zored

Location: Thimblewald
Order: The Order of the Red Mist
Cost to join: 550 g.c.
Spell types: Spells affecting Elementals

Training

Training is essential, so increase your characters' battle skills as much and as quickly as possible. This list of weapons tells who will train you in their use:

Bastard Sword

Trainer: Zachary
Location: Htron
Cost: 280
Maximum skill level: 42

Battle Axe

Trainer: Hvrad Myth
Location: Brettle
Cost: 240
Maximum skill level: 26

Broad Axe

Trainer: Fistan
Location: Tower
Cost: 240
Maximum skill level: 41

Broadsword

Trainer: Hvrad Myth
Location: Brettle
Cost: 240
Maximum skill level: 26

Club

Trainer: Nigel Gulliam
Location: Days Ride
Cost: 210
Maximum skill level: 44

Dagger

Trainer: Tyrolliar
Location: Klvar Tree
Cost: 400
Maximum skill level: 55

Elfbow

Trainer: Tyrolliar
Location: Klvar Tree
Cost: 400
Maximum skill level: 65
Minimum beginning skill level: 15

Flail

Trainer: Morwin
Location: Avalonian
Cost: 300
Maximum skill level: 44

Great Axe

Trainer: Fistan
Location: Tower
Cost: 240
Maximum skill level: 42

Great Hammer

Trainer: Nigel Gulliam

Location: Days Ride

Cost: 210

Maximum skill level: 43

Great Sword

Trainer: Zachary

Location: Htron

Cost: 280

Maximum skill level: 25

Halberd

Trainer: Nigel Gulliam

Location: Days Ride

Cost: 210

Maximum skill level: 42

Hand Axe

Trainer: Fistan

Location: Tower

Cost: 240

Maximum skill level: 44

Heavy Crossbow

Trainer: Fistan

Location: Tower

Cost: 240

Maximum skill level: 40

Heavy Maul

Trainer: Kelmor

Location: Shellernoon

Cost: 204

Maximum skill level: 44

Long Spear

Trainer: Kelmor

Location: Shellernoon

Cost: 204

Maximum skill level: 24

Longbow

Trainer: Tyrolliar

Location: Klvar Tree

Cost: 400

Maximum skill level: 30

Minimum beginning skill level: 7

Longsword

Trainer: Hvrar Myth

Location: Brettle

Cost: 240

Maximum skill level: 25

Light Crossbow

Trainer: Mornag

Location: Htron

Cost: 260

Maximum skill level: 52

Mace

Trainer: Mornag

Location: Htron

Cost: 260

Maximum skill level: 56

Morningstar

Trainer: Kelmor

Location: Shellernoon

Cost: 204

Maximum skill level: 53

Quarterstaff

Trainer: Nigel Gulliam

Location: Days Ride

Cost: 210

Maximum skill level: 44

Scimitar

Trainer: Mornag

Location: Htron

Cost: 260

Maximum skill level: 45

Selfbow

Trainer: Tyrolliar

Location: Klvar Tree

Cost: 400

Maximum skill level: 43

Short Spear

Trainer: Hvrar Myth

Location: Brettle

Cost: 240

Maximum skill level: 25

Short Sword

Trainer: Zachary

Location: Htron

Cost: 280

Maximum skill level: 52

War Maul

Trainer: Kelmor

Location: Shellernoon

Cost: 204

Maximum skill level: 23

Warhammer

Trainer: Mornag

Location: Htron

Cost: 260

Maximum skill level: 46

Minimum beginning skill level: 7

The Quests

Only after completing the 23 mini-quests can you free Seggallion. The object of each mini-quest is an item, revealed by the NPC who sends you on the quest. A quest is completed when the monsters defending the item have been defeated. Note, however, that all quest items use the same screen graphic — a sword. To avoid confusion, the quest item is always the first item in the booty list.

Once you've acquired a quest item, take it back to the NPC who gave you the quest. He or she will give you a medal to indicate completion of the quest. You will also receive a reward (either information leading to another quest or an item).

The quest list below is organized as follows: first is the Quest #. This is internal to the program — the quests can be undertaken in any order (with the exception of Quest 5, which can only be done when all of the others have been completed). The NPC Name tells who the player must talk to in order to be sent on a particular quest. The NPC Location tells where that NPC can be found. The Clue Word tells what the player must ask the NPC about in order to be sent on the quest. The Quest Item is the item the player acquires upon successful completion of the quest. The Reward is what the player receives when he returns the quest item. The numbers on the map match the quest numbers in this list.

Quest #1

NPC Name: Stephanie
NPC Location: Brettle
Clue Word: Gavel
Quest Item: Oak Gavel
Reward: Information (Clue word "Kydar")

Quest #2

NPC Name: Stephen
NPC Location: Brettle
Clue Word: Standard
Quest Item: Standard
Reward: Information (Clue word "Aklom")

Quest #3

NPC Name: Hegissa
NPC Location: Brettle
Clue Word: Knight
Quest Item: Quill
Reward: Information (Clue word "Mydar")

Quest #4

NPC Name: Mayor Figley
NPC Location: Brettle

Clue Word: KAM (First letter of reward words from first 3 quests)

Quest Item: Truth Sword

Reward: Truth Sword (A magical Great Sword)

Quest #5

NPC Name: Dundle

NPC Location: Dwarf Hamlet

Clue Word: Seggallion

Quest Item: Shackles

Reward: Magic Ingot (Can be forged into a magical Great Axe)

This quest can only be undertaken after all other quests have been completed. Complete it, and you free Seggallion, winning the game.

Quest #6

NPC Name: Biblik

NPC Location: Htron

Clue Word: Sadness

Quest Item: Kelder Crown

Reward: Flying Cloak (Wear it and you can fly like a Kelder)

Quest #7

NPC Name: Pegleg

NPC Location: Pirate Hamlet

Clue Word: Nobjor

Quest Item: Ship's Wheel

Reward: Information (Ask Scotty about the map)

Quest #8

NPC Name: Sedfrey

NPC Location: Poitle's Lock

Clue Word: Brettle

Quest Item: Coat of Arms

Reward: Courage Coat (Maximum Balance — player never scared)

Quest #9

NPC Name: Milyana

NPC Location: Thimblewald

Clue Word: Spy

Quest Item: Oil of Changing

Reward: Information (Delmore is the spy)

Quest #10

NPC Name: Trimrose

NPC Location: Thimblewald

Clue Word: Delmore

Quest Item: Silk Cloak

Reward: Information (Ask the guard about his folly)

Quest #11

NPC Name: Keldimar

NPC Location: Thimblewald

Clue Word: Vial

Quest Item: Blue Vial

Reward: Information (Go to the mighty one and say "Scalfeth")

Quest #12

NPC Name: Ballistar

NPC Location: Krag Keep

Clue Word: Scalfeth

Quest Item: Stone Mallet

Reward: Death Blade (A magical Halberd)

Quest #13

NPC Name: Orofin

NPC Location: Poitle's Lock

Clue Word: Serpent

Quest Item: Serpent Wand

Reward: Information (Ask Sedfrey about his gold)

Quest #14

NPC Name: Dunnigan

NPC Location: Tegal Hamlet

Clue Word: Rhording

Quest Item: Chalice

Reward: Information (Speak the word Inthos in the Hobe)

Quest #15

NPC Name: Scotty

NPC Location: Pirate Hamlet

Clue Word: Map

Quest Item: Pirate's Hat

Reward: Information (Ask TD about the map)

Quest #16

NPC Name: Lord Bonner

NPC Location: The Hobe

Clue Word: Inthos

Quest Item: Hidden Staff

Reward: Speed Boots (Doubles the wearer's ground speed)

Quest #17

NPC Name: Sam

NPC Location: Htron

Clue Word: Stod

Quest Item: Parth Oil

Reward: Information (Ask the pirates about Nobjar's treasure)

Quest #18

NPC Name: Belinda

NPC Location: Olanthan

Clue Word: Alchemy

Quest Item: Ruby Choker

Reward: Magic Ingot (Can be forged into a Halberd)

Quest #19

NPC Name: Tulliana

NPC Location: Htron

Clue Word: Map

Quest Item: Iron Chest

Reward: Red Ring (Can be sold for 1000 gold pieces)

Quest #20

NPC Name: Densworth

NPC Location: Olanthan

Clue Word: Norgan

Quest Item: Statuette

Reward: Great Shield (A powerful Magic Shield)

Quest #21

NPC Name: Rodriguard

NPC Location: Steller Bridge

Clue Word: Bryor

Quest Item: Gold Brazier

Reward: Information (Tell Aurin the sky is grey)

Quest #22

NPC Name: Aurin

NPC Location: Steller Bridge

Clue Word: Grey

Quest Item: Teddy Bear

Reward: Information (Tell the guard that Aurin sent you)

Quest #23

NPC Name: Sheller Elite

NPC Location: Shellernoon

Clue Word: Aurin

Quest Item: Shade Ring

Reward: Information (Ask Norgan about the silver knot)

Quest #24

NPC Name: Norgan

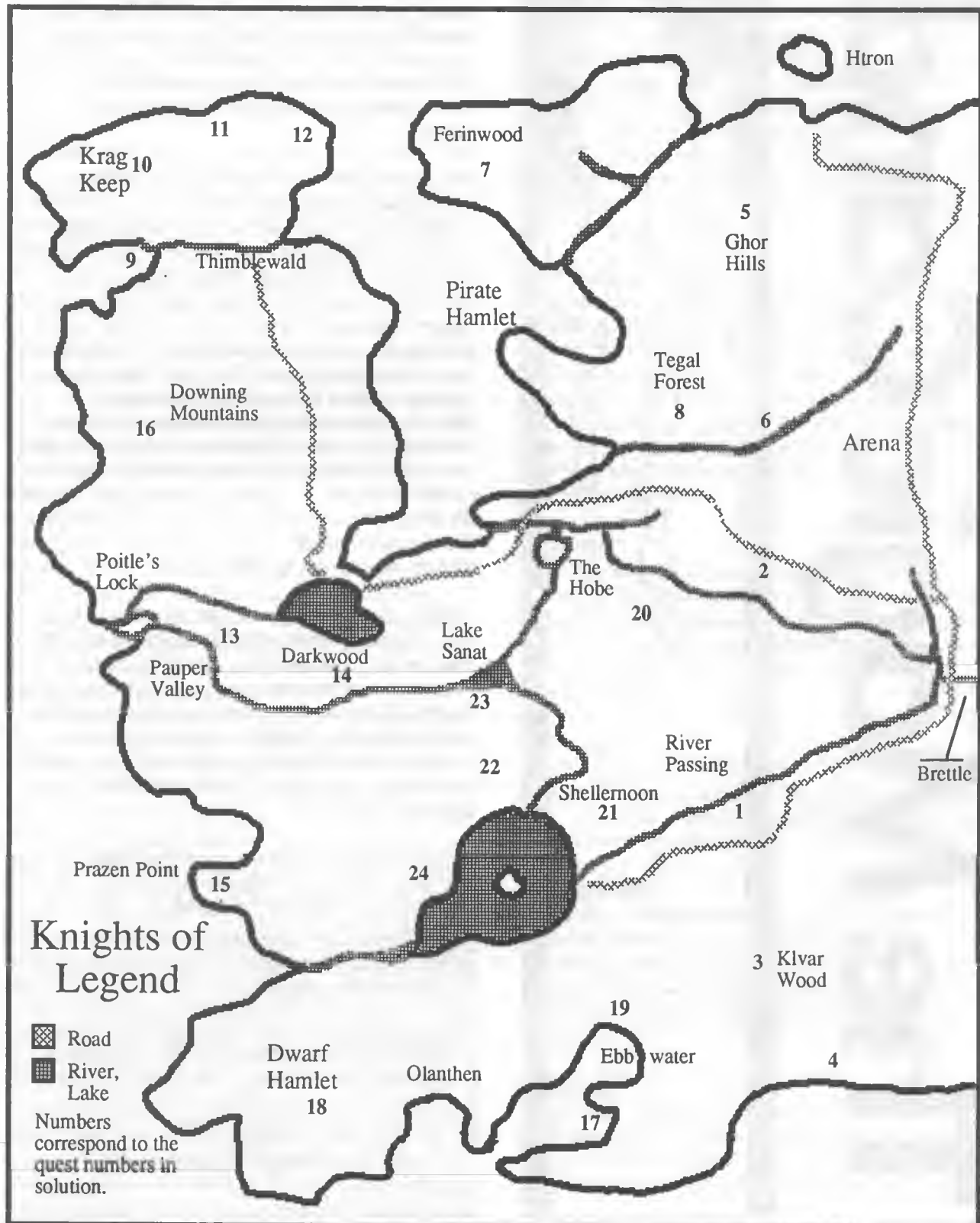
NPC Location: Shellernoon

Clue Word: Silver

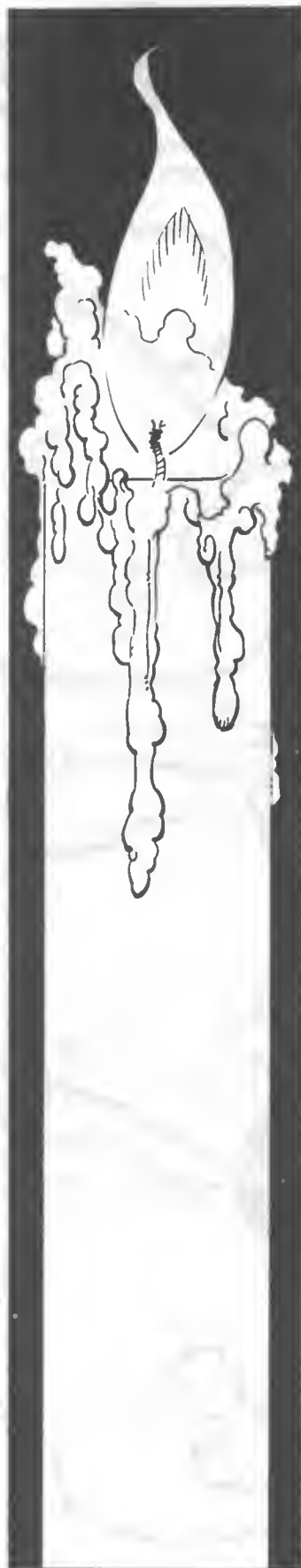
Quest Item: Sheller Ward

Reward: Shade Ring (The wearer becomes invisible and monsters must roll vs. Intelligence every turn to find him)

KNIGHTS OF LEGEND



The Magic Candle



In the land of Deruvia, you'll find an unusual quest. For eons the demon Dreax has been locked away inside a Magic Candle kept aflame by the Four and Forty Guardians. But now they've vanished, and Dreax will escape unless you find a way to prevent this catastrophe before the time limit expires.

Magic Candle is a six-character jaunt through a world that looks familiar but turns out to contain numerous innovations: There's a Learning skill that cuts the amount of time spellcasters need to memorize spells and the length of time Fighters must spend in combat school. Characters advance to higher levels not by checking in at guilds, but by learning the appropriate chants and saying them to the corresponding gods. Charisma, a superfluous attribute in most RPGs, plays a vital role in Deruvia, where many people won't talk to you until it's high enough. And there's plenty of talking to do, so much that this aspect of the quest is reminiscent of *Ultima IV*. Auto-mapping is available in the dungeons, and most areas are small enough that you won't need to draw maps at all (you get a fold-out map of the world's surface).

Author Ali N. Atabek managed to make combat and magic enjoyable without allowing it to overshadow the puzzle-solving side of the quest, and the interface of this aerial-view adventure is easy to master. *Magic Candle's* cohesive design, countless original touches, and a charming, distinctive graphics style offers the experienced Orc-slayer a rewarding fantasy, and *QuestBusters* called it "Best Quest of 1989."

Type:
Fantasy Roleplaying

Difficulty:
Easy, Intermediate, Difficult settings determine the time limit

Systems:
MS-DOS (256K required, CGA/EGA/Tandy 16-color); Apple (64K); C-64; Amiga (summer 1991)

Company:
Mindcraft/Electronic Arts

The Solution

Character Creation and Development

In addition to your character, Lucas, you can hire five more characters to round out the party. The best are Sakar, Nehor, Min, Eflun, and Ziyx, found at King's Castle. Go to Crystal Castle as quickly as possible, drop all the initial party and hire Kruga, Madir, Lupi, Tamas, and Dakar. You must have three spellcasters at the end of the quest to win.

Standard weapons and armor are readily available in most cities, but Mithreal armor is sold only in Kharin. Give everyone Brom Bows and plenty of arrows. Everyone who can wield a sword should get the best one they can use (except Dwarves, who need axes). Give everyone the best armor you can afford; upgrade whenever possible.

In Bondell, increase Lucas' Charisma to the maximum and teach him Dwarvish in Soldain or Kharin. Increase all players in learning ability and weapons skills. Increase magic ability in all spellcasters whenever funds are available. There are fountains in most dungeons where you can chant to the gods to raise your stats to their new maximum.

Money can be raised by working at the characters' various secondary skills or gambling (but after a while you won't be able to make money gambling). The best way to raise cash is to buy gemstones from wandering Dwarves on the roads and sell the gems for a large profit in the cities. (Some pay better prices than others.) You must talk to all of the people in all of the cities to gain valuable clues. Remember that people are out at different times of the day and some may be hard to find. Also be aware that people wandering outside towns travel only on the roadways, so you must walk all of the roads in all of the lands, for every land has distinct sets of characters.

Always ask monks about "gods" and "temples." Ask all Wizards about "Teleportals." Merchants sell items needed for the Teleportal Chambers, and Dwarves sell treasure. To view a map of your current dungeon level, use a pearl in one of the bowls there.

Necessary items include blankets that let you regain health points when camping, boots that let you walk through some areas in the dungeon, picks that can break after a while (so get more than one), a shovel, some ropes (get two or three at a

time) and a Lens to let you see fine print. It is also wise to stock up on the various potions and herbs while in the cities, or if you happen to find them growing wild outside.

King's Castle

You start the game on level two. The Knight's Room is also on this floor, but the Guest Room is on level three (use the south stairs). The Knight's Room is directly west of the Throne Room. Hire the initial party by calling them up and inviting them to join. Talk to all of the people your Charisma allows you to, but be sure to talk to Mikemira and Belazar. To regain health points and learn spells, go to level three and to your room (on the west wall).

Port Avur

Raise money, buy items, and increase skills here. Be sure to "question" the Orcs in the jail about "hammer." The captain is in the northwest section of town, and the jail is directly east of there. To get in the jail, you must first bribe the captain of the guard to give you a pass. Ask Father Orbonn about "research." Ask Bordial about "Dermagud." Offer beer to Ermal. At the library ask about "Hoyam" and "Meardom."

Soldain

Visit Rabbonkar and learn Dwarvish. Talk to Yodan about "Hoyam," and to Okdark about "Hoyam" and "Hammer." Makaso knows about increasing the group's learning ability, while Hokando knows about "Valon" and Azidamus about "Sabano."

Dermagud

Go all the way north and east until you reach the door to the Teleportal Chamber on the north wall. Enter it and use three Cubes to teleport to Yberton. Go north to Crystal Castle.

Crystal Castle

Go to the northeast corner for the Guest Room and the northwest corner for the Knights' room. Dismiss your entire party and get the new crew described in Character Creation above. Go east of the Knights' room to the stairs down into Crezimas.

Crezimas

Level One: Go west, north, west, north, fight ambush, north, east, north, west, north to Portal to the stairs to level three. On Level Three, go west, north, and east to the Teleportal room. Use Pyra-

mid, Cube, and Sphere, to teleport to Pheron. Go to Dermagud.

Dermagud

Go to the exit at the northeast corner and head upstairs to Valon's temple to learn the chant to wake Valon. Return to Dermagud and go to Valon's chamber and chant right next to him. This will increase your attributes. Return to Port Avur and sail to Fubernel. Go to Bondell in Fubernel.

Bondell

Talk to Tuten about the Tower of Shadrum and ask his advice. Ask Meliso about the three levers. Get Tonton to increase Lucas' Charisma to the maximum. Ask Shumme about "circlet," Nimmet about "Furnace," then get advice from Meliso, Hubbo, and Jepne. Fozimar will increase your learning ability. Go to Delkona.

Delkona

To get into Delkona you must bribe the man at the desk (95 gold). Once in, ask Pupin about "Khazan." At the Library, ask about Sunken Isle, Khazan, and Obelisks. Ask Genevar about Obelisks. Take ship to Shendy and go to Keof.

Keof

Ask Hosan about "star," Numbar about "Vocha," Atlan about "Candle," and Dolomar about "ring." Get advice from Meldon. At the library, ask about Teleportals and Sherro's Legend. Take a ship to Kuskunn, but be sure to get back within fifteen days, or the ship will leave without you. Go to Nexis' temple and learn chant. After returning to Keof, take ship to Isles of Ice. Go to Vocha.

Vocha and the Hammer

Go to Nexis on level two and give the chant. The Fountain of Strength is on level two; Fountain of Agility is on level four; Teleportal Chamber is on level three; Chambur's tomb is on level six.

The best route is to take the stairs to level two. Take the stairs in the middle of the south wall to level three. Take the stairs to level four. Take the stairs in the northeast corner to level five and take the stairs to level six. Dig at tomb to get Hammer. Go back upstairs to level five and on to level four. Take Portal in the northwest corner of level four to level two, then go north to Nexis. Return to ship and Keof. Take ship to Port Avur and return to Soldain.

Soldain

Give Hammer to Okdark and ask for Hoyam. Walk to Sur's temple and get chant, then walk to

Ice Plains and Wolf Rock (see Map Notes, below). Also note where Iron Lever is located.

Wolf Rock

Use Hoyam on wolf and get Star. Go to Lymeric.

Lymeric

Buy "Ishban" from Remulda. Aksimento will increase learning ability. Ask Zeke for advice. Talk to the Gatekeeper about "Gate."

Sudogur (under Lymeric)

Take the southwest stairs to level two. On level two, take the southwest Portal to another area on level two. Take stairs to level three. Take stairs to level four. Visit Sur in the middle of the water. Chant and get boost in attributes. Go to Portal to level five. Go to Vault. Use Star to open vault. Use Lens to read the scroll Zirvanad, which is the end game ritual. Exit dungeon and return to King's Castle.

King's Castle

Talk to Belazar again and get advice. Ask Baratt about "Meardom." (You will find him cleaning the conference room at 0600.) He will open the gate to Meardom.

Meardom

This is under King's Castle. Take stairs down to level two. Take stairs down to level three. Take stairs down to level four. Take stairs down to level five. Go to Obelisk and get word "Sastamounu." Go back to level three. Take Portal to level two. Take new stairs down to level three. Go to Teleportal Chamber. Use Pyramid, Sphere, Pyramid to teleport to Knessos. Get location of Obelisk above Wizard's Isle. Get word "Ezberekene." Go to Kalb's temple and get chant. Go to Kalb in Dakland and get attributes raised. Go to Shiran.

Shiran

Ask Kemkezar about rumors to get the location of the Teleportal to Sargoz. Ask Yetmishi about Thakass. Buy "Zoxinn" from Fizkreto. Ask Freyapkin about "Ash of Shir-aka." Talk to Gnetra about "Brennix" to get the location of Iron Lever, then go to Pax temple. Go to Knessos.

Knessos

Talk to Mimosh. Take ship to Wizard's Isle and go to Thakass.

Thakass

Enter on level eight. Take stairs up to level seven. Take stairs up to level six. Take stairs up to level

five. Take stairs up to level four. Take stairs up to level three. Take stairs up to level two. Take stairs up to level one. Go to room on north wall. Keep asking the Mad Wizard about the 'blue ring' until he gives it to you. Take Portal to level five for faster exit. Take ship to Knessos. Go to Teleportal south of Knessos, by Lake Shan, and use it to go to Trilliad. Use Sphere, Cube, Pyramid. In Trilliad, go to Merg.

Merg

Go to the Museum and ask about "Elven Cloak." Ask Lokhan about "Elliddrin." Go to Theldair.

Theldair and Sherro's High Call

Ask Baelin about "Suerfin" and Gilondo about "Sherro's High Call." Ask Fay about "Dream Dust." Buy Demaro from Hextaris. Go to Hissen temple to get chant. Go to god Pax and get your attributes raised. Find Iron Lever (see Map Notes, below). Go to Kharin.

Kharin

Talk to Shagar about "Teleport" and "Key Combination." Buy Mithreal armor in the Armory. Ask Pugar about 'Cloak,' Kurek about "Bedangidar," Kabuck about "Sunken Isle" and "Three Levers." Go to Crystal Castle.

Crystal Castle

Ask Queen about "Crystal Dust." Ask Glenli about "Elven Maids" and "song." Ask Truk about "Sargoz," then ask Remon's advice. Ask Edromir about "item" and Umaro about "Crezimas." Go to Crezimas.

Crezimas

You must kill all of the monsters in all of the rooms and all ambushes. On level four, dig in the southwest corner of the Hall of Dreams and find Cloak. On level five, go to Hissen and give chant for a boost in attributes. Go back to the Queen and ask for Crystal Dust. Leave castle and go to Paladin temple and get chant. Go to Bedangidar.

Bedangidar

You enter on level three. Paladin is on level one. Give chant to get boost in attributes. Go to the prison on level one and open cage to release the bird. Go to level five and get Brennix. Only Lucas can take it. Exit and go back to Theldair.

Theldair

Go to the Council Hall and ask Somona for "Dream Dust." Go to Sumruna.

Sumruna

Ask Farhad about "amulet." Take ship to Isle of Vo, find Obelisk and learn the word "Vrakkalamhir." Return to Sumruna and take ship to Fubernel. Find Heru's temple and learn chant. Go to Khazan.

Khazan

On level two is a room with four signs that are the key to the Teleportal from Khazan to Sargoz. Find Heru on level five. Give chant and get boost in attributes. Take exit to Heavenly. Go north to find the Unicorn. Use Sherro's High Call on the Unicorn to get Green Ring. Return through Khazan and go to Delkona and take ship to Isle of Giants. Go to Shadrum.

Shadrum

Enter on level seven. Work your way up to level one. On level one, stay on the north wall when entering the Hall of No Return. When you hit a Portal, go east to the wall, then south. When King grants wish, ask for "Circlet." Be sure and open chest in the Hall of Venom, which gives you the chant needed for the Bubble of Captivity: Tefk, Akamur, Darda-ym. Go to Teleportal Chamber on level one and teleport to Shiran, using Pyramid, Cube, Pyramid.

Shiran

The character with the circlet should go to the island in the center of town and get the twigs, which turn into Ash of Shir-aka. Now split your party into three teams. Send each team to one of the levers. After they arrive, pull all the levers at the same time. This raises the Sunken Isle. Have the entire party go to a spot directly north of the bay of the Sunken Isle and rejoin. Use Teleport spell to get to Sunken Isle.

Sunken Isle and the Ritual of Awareness

Here you learn the Ritual of Awareness: Rehtem Verek; Eklem Kenek; Elatir Gnassar. Go to Khazan on Fubernel. In Khazan go to the Teleportal and use Sphere, Pyramid, Cube. This takes you to Sargoz.

Sargoz

Go to level four and use the Cloak to get the White Amulet from the furnace. Go to Teleportal Chamber and teleport to Pheron, using Cube, Pyramid, Pyramid. Go to Pheron's Teleportal Chamber and teleport to Hidden Valley, using three Cubes. Enter Hidden Vale.

Hidden Vale

Your first Magic User should stand on the White Light (front of Candle) and have the White Amulet and Rite of Awareness. Magic User Two should stand on the Green Light (right of Candle) and carry the Green Ring, Dream Dust, and Three Words of Will. Magic User Three must stand on the Blue Light (left of Candle) and have the Blue Ring, Crystal Dust, Bubble of Captivity, and Shir-aka Ash. Magic User One should chant: Rehtem Verek <ENTER>, Eklem Kenek<ENTER>, Elatir Gnassar<ENTER>. The following passage must be chanted before the dust and ashes settle:

Magic User Three:

Throw Crystal Dust and chant "Tefk Akamur Darda-iyem."

Magic User Two:

Throw Dream Dust and chant "Sastamouno Ezberkene Vrakkalamhir." Then chant 'Ude Samaid Dehuble.'

Magic User Three:

Throw Shir-aka Ash and chant "Exiteralmisto Haxobez Beshiam."

Magic User One:

Chant "Ekburamitral Hox Begone"

Map Notes

Dungeons can be viewed with the auto-map. To the map that comes with the game, add these Temples and other sites:

- Vocha is on the southeast tip of the island in the map's southwest corner.
- On the Isle of Giants, Shadrun is in the center.
- An Obelisk is on the Isle of Vo.
- Due east of the words "Isle of Vo" on the map, you'll find an Iron Lever on the shore.
- Due east of there and south of "Plyan" is the god Pax (on west side of middle river).
- Northeast of Hidden Vale, just outside the ring of mountains, is the Paladin Temple.
- Due west of Hidden Valley, on the north shore of the small cove, is the Hissen Temple.
- On the island of Fubernel, the Heru Temple is on the tip of the peninsula on the southeast. Khazan is due west of there, on the south tip of the peninsula on the west shore
- There's also Khazan on Heavenly, due east of "Heavenly" on the map.
- The Unicorn is north of the name, about a half-inch below the top of the island.
- Just below the second word in "Little Phen," you'll find the Elf Maiden near the river's south bank. A Teleport is due north of there, on the northeast shore of the bay. Northeast of there and just below "Kuskunn" is the Nexis Temple.
- The Dermagud Dungeon is a bit west of "Brelleht."
- South of Donduk is the Valon Temple. Southeast of there, in the north part of middle range of mountains, is the Sur Temple.
- A Teleport is on the far northwest corner of the map.
- On the south end peninsula of the north of "Ice Plains" is another Iron Lever. A little northwest of the Lever and due north of the "of" in "Bay of Sunken Isle" is Wolf Rock.
- The god Kalb is south of "Darling Mountain," in the middle of the west shore of the bay on that side of the island. The Kalb Temple is a hair south of the mountain northeast of Dakland.
- West of Kraken Bay, on the tip of the middle peninsula, is another Iron Lever. The Pax Temple is almost due south of there, on the northwest tip of the peninsula across from Bay of Meric.
- An Obelisk is in the northeast corner of the map, northeast of Kisoen.
- The Thakass Dungeon is on Wizard's Isle.
- Due north of Shan is a Teleport. Just east of that is an Elf Maiden.

Teleportals

From	To	Combination
Pheron	Bay Of Meric	C, S, C
Pheron	Hidden Vale	C, C, C
Dermagud	Isles Of Ice	P, C, S
Dermagud	Pheron	S, P, C
Dermagud	Selderad	C, P, C
Dermagud	Yberton	C, C, C
Vochalce	Plains	P, S, S
Vocha	Meram	C, C, C
Vocha	Shendy	S, S, S
Sudogur	Sumruna	P, P, P
Sudogur	Darvale	C, P, C
Sudogur	Pheron	C, S, C
Thakass	Sargoz	S, P, C
Thakass	Bihun	C, P, P
Thakass	Khiriss	P, S, P
Thakass	Pheron	S, C, S
Thakass	N. Bihun	C, P, P
Shadrum	Marmaris	S, P, C
Shadrum	Isle Of Giants	S, S, S
Shadrum	Fisestar	C, C, P
Shadrum	Shiran	P, C, P
Khazan	Yberton	S, S, C
Khazan	Sargoz	S, P, C
Khazan	Port Avur	S, S, S
Khazan	Shendy	P, C, P
Shendy	Piyan	C, S, C
Shendy	Uberion	P, P, C
Shendy	Dakland	S, C, S
Bedangidar	Udar	S, P, P
Bedangidar	Pheron	S, S, P
Bedangidar	Shendy	S, S, S
Crezimas	Triliad	P, S, C
Crezimas	Fubernel	C, P, S
Crezimas	Pheron	P, C, S
Crezimas	Selderad	S, P, P
Sargoz	Pheron	C, P, P
Sargoz	Fubernel	P, P, C
Sargoz	Hidden Vale	S, S, S
Kherbel	Merg	C, C, C
Kherbel	Hidden Vale	C, P, P
Kherbel	Fubernel	P, S, P
Kherbel	Pheron	S, S, C
Meardom	Knessos	P, S, P
Meardom	Fubernel	C, P, S
Meardom	Udar	C, C, S
Meardom	S. Kendar	P, S, C
Khiriss	Triliad	S, P, C
Khiriss	Shertuz	P, C, P
Khiriss	Fubernel	S, C, C
Khiriss	Shendy	P, P, P

Gods, Temples and Chants

Temple	Chant	God
On Fubernel	Vreamen, Eftah, Yolimdar, Tiz	Heru is in Khazan
Between Two Lakes	Shaerad, Ude Shaerad, Faey	Valon is in Dermagud
On Kuskunn	Eftah, Eftah, Yolimdar, Pehriz	Nexis is in Vocha
In Shertuz Desert	Yenna, Beniva, Heb, Benna	Sur is in Sudogur
On Dakland X,101; Y, 12	Idelioz, Fydalia, Heb, Thorimo	Kalk is in Dakland X,85; Y,9
On Rasus X,87; Y,32	Ishthyam, Sermian, Idelioz, Obotem	Pax is in March af Piyan, western shore
On Kherbel, by the sea	Tuem, Obotem, Keffuem, Maeslem	Hissen is in Crezimas
On Kherbel at end of road	Eftah, Yenna, Olm, Tiz	Paladin is in Bedangidar

Dungeons and Chants

Dungeon	Location	Chant
Shadrum	Isle Of Giants	Damlaz, Firtarafa, Yaklamabofar
Meardom	King's Castle	Beratt opens door
Khazan	Fubernel	Eksam, Rattabl, Gangamurt
Vocha	Isle Of Ice	Hakde, Kafith, Pakandaja
Dermagud	Uberion	Achunne, Reshiptar, Ebitonagzi
Sudogur	Lymeric	Ask Gatekeeper about Gate
Thekass	Wizard's Isle	Kuramdafur, Tevalato, Kelmataek
Crezimas	Under Crystal Castle	Chant not required
Bedangidar	Bedangidar Mnts.	Samandax, Tifgaramo, Kemt
Sargoz	Teleport from Thakass or Khazan	Sphere, Pyramid, Cube

Neuromancer

Based on an award-winning novel by William Gibson, *Neuromancer* offers a bracing look at the future by inviting you to delve into on-line databases rather than dungeons. In Gibson's world, the databases, bulletin boards, and E-mail systems of major industries and government agencies are accessed by entering "Cyberspace," the realm where the electronic information of the 21st Century is stored. This feat requires rounding up the correct communications software, knowing where and how to "jack into" the networks, and coming up with the appropriate passwords. Some of your buddies, known as "Cyberspace cowboys" because they break in there so often, have reportedly been killed by the Artificial Intelligences (AIs) that guard the databases. Your goal is to discover what awful secret the AIs are protecting — and ultimately to do something about it.

Though the scenes in Chiba City, Japan resemble those of a typical animated adventure, you will spend more time interacting with menus than roaming the streets or talking to people. And *all* the combat occurs in cyberspace: Instead of wielding swords and daggers, you'll hack and slash at the databases and AIs with programs such as DepthCharge 3.0, Drill 2.0, and an assortment of viruses and other software. Skill chips furnish expertise in Coptalk and Hardware repair, for example, and much of the game revolves around acquiring and upgrading your hardware and software. Combat is barely animated, but it's still fun in a weird sort of way. Appealing to anyone who's ever wanted to crack a Pentagon computer from his home computer, *Neuromancer's* unusual scenario offers an intriguing jaunt through the on-line networks of tomorrow — and a highly satisfying conclusion.

Type:
Science Fiction Roleplaying

Difficulty:
Intermediate

Systems:
MS-DOS (512K required, mouse optional, CGA/EGA/VGA); Amiga (one megabyte); C-64 (joystick optional); Apple (128K, mouse optional); Apple IIGS (512K)

Company:
Interplay/Activision

The Solution

Summary

This summary will tell you the basic steps necessary to solve the game. More detail can be found below.

Withdraw \$2,000, pay the bartender and get the UXB from Shin. After paying the Cheap Hotel bill, use the level two password, and get the caviar to trade with Crazy Edo for Comlink 2.0.
Use the



UXB and access all the databases through Comlink for information and software. Read all the messages in the PAX as well as every message base you find. Check the PAX news and BBS daily for new information.

You'll need all the chips except Musicianship (which will, however, save you 2,000 credits when entering Freeship and Zion Cluster). Upgrade all skills except Cryptology to the max. Buy a gas mask. When you have Comlink 6.0 and more than \$30,000, go to Asano's and buy a Ninja 5000, Samurai Seven, or Cyberspace VII. Ask him why Crazy Edo thinks he is a pig; say that Edo is a goat's arm-pit, and Asano will cut his prices. Access cyberspace, zone zero, from the Cheap Hotel and crack all the databases. Crack every database in each zone before going to the next zone.

Avoid the AIs until you have Phenomenology, Logic, Sophistry, Philosophy level one, and Zen level two. Then kill the AIs in this order: Chrome (Psychology), Morphy (World Chess), Sapphire (C.F.M.), Hal (N.A.S.A.), Xaviera (F.S.U.), Gold (Bank of Berne), Lucifer (KGB), Sangfroid (Maas Biolabs), Wintermute (Tessier-Ashpool). Then use Battlechess 4.0 on Phantom, and Hemlock 1.0 on Greystoke (Musabori). Finally, use KuangEleven 1.0 to damage Neuromancer.

Comlink

Be sure to access all the databases on Comlink. Sequencer 1.0 is required to access the Bank of Zurich. Open a \$1,000 account at this bank. Keep the UXB until you're ready for cyberspace.

Chips

Get the Cryptology and Hardware Repair Chips from Shiva at the Gentleman Loser right away; first read the PAX messages. Get Coptalk from Larry Moe, then get him arrested by accessing Hosaka to get his I.D. number. Access Chiba Police, level two, and alter one of the warrants to read his name and number. Go to Larry's Microsofts, enter the back room, and get Evasion from Lupus. He has the Sense/Net security pass and knows the Gemeinschaft account number.

Read the PAX BBS daily until you see the message from Emperor Norton. Get the guest pass and buy the chips from him. Buy more chips and a joystick from the Finn. Don't buy Musicianship. Give the joystick to the Monk at the House of Pong to get Sophistry and Zen. Get Phenomenology, Philosophy, and Bargaining from Julius Deane. Upgrade all chips except Cryptology to the max.

Making Money

You can make a quick \$10,000 from the PAX by reading Armitage's message in the BBS, then sending your I.D. number (from the PAX bank) to him; he'll transfer the money to your account. For a few hundred dollars, get Battlechess 2.0 from Regular Fellows. Apply for membership in World Chess and enter a few tournaments, uploading the program.

For another \$10,000, access Hosaka's base, level two, and substitute your name and I.D. number for that of an employee. Go to the high tech area's gate, tell the guard you work for Hosaka, and the gate will open. Go to Hosaka and pick up your \$10,000 paycheck. For \$10,000 more, get Comlink 6.0 from Tozoku and upload it to Hosaka.

You can get \$30,000 by opening a \$1,000 account at the Bank of Zurich, then getting the Bank Gemeinschaft account number from Lupus. Access Bank Gemeinschaft and transfer the money into your Zurich account.

The biggest haul — \$30,000 — is raked in from cyberspace by cracking the Bank of Berne and getting the transfer authorization code and the reserve funds account number from the message base. Transfer all \$30,000 to your Zurich account.

Into the Zones

While exploring cyberspace, save the game often. Always save before cracking a new ICE and after getting any good software.

Use ICE Breaking skill before attacking a database. When you get a higher version of a program, delete the lower versions to save RAM. Keep backups of your best ICE Breaker, in case it gets damaged by ICE. Viruses cause additional damage to ICE each round. Cracking all the bases in Zone Zero will improve your ICE Breaking Skill.

Zone Zero

Before entering Zone Zero via the Cheap Hotel's jack, get Blowtorch 1.0 and Decoder 1.0 from Tozoku. From the Gentleman Loser, get Hammer 1.0. Attack the Panther Moderns database first. Download all compatible software and get several copies of Thunderhead 1.0. Use a virus program, then hack away with the ICE Breakers. There are two AIs in two bases, Psychology and World Chess. Sophistry, Logic, Phenomenology and Philosophy chips are required to kill the AIs. Each chip allows four shots. Shoot the AI four times with its weakness, then use the other three in

rotation. When you are nearly flatlined, use Zen to stabilize your EEG.

Zone One

Access Zone One via the Gentleman Loser's cyberspace. Crack Tozoku first, using the Zone Zero tactics. Get the ICE Breakers and several viruses. Crack the Gentleman Loser or Copenhagen U. next. Once you have Slow 1.0, use it before a virus to slow the ICE's shots. Crack all the bases. AIs are in N.A.S.A. and the C.F.M. Mimic software works only against relatively weak databases.

Zone Two

You need Blowtorch 4.0, Python 2.0 or Thunderhead 2.0, Drill 2.0, Doorstop 1.0, Hammer 2.0, and Slow 1.0. Enter one of the corporate buildings in the high tech zone (see Money Making, above) and use their jack. Crack Hosaka first. Use ICE Breaking skill, Slow 1.0, then Python 2.0 or Thunderhead 2.0, then rotate among the four ICE Breakers. Get all the software except Mimic 2.0. Leave Musabori alone for now. There's nothing in the other two bases, but you should crack them to improve your skills.

Zone Three

Book passage to Freeside Colony (first see Musicianship chip clue below). Convince the Bank of Berne secretary to find you an application. (Keep asking for application until she gives it to you.) Then enter the manager's office and find the jack for entry to Zone Three. Crack Screaming Fist first to get effective programs. Leave KGB 1.0, and be sure to get EasyRider 1.0 and several copies of Python 3.0. Once you have Easyrider 1.0, go back to Chiba. With Easyrider, you can cross zones to reach any database from Cheap Hotel or the Gentleman Loser. The other databases have useful information, software, and upgrades. AIs are found in the Bank of Berne and the Free Sex Union. You can get some quick cash from the Bank of Berne (see Making Money, above).

With the Musicianship chip, you can save \$2,000 on going to Freeside and Zion Cluster: Take all your credits from the bank, get the chip from Julius, and buy a ticket for Zion Cluster. After you're done there, use the chip and play "Dub" for the man. After you're finished in Freeside, go to the Bank of Berne and say you'd like to rob it.

Zone Four

You'll need version 3.0 viruses, Concrete 2.0, Depthcharge 3.0, ArmorAll 1.0, Drill 3.0, and

Jammies 2.0. Other ICE Breakers will also be useful. Crack Gridpoint first. Use ICE Breaking, then Jammies 2.0, Slow 3.0, any virus, and then attack with four or five ICE Breakers. Get all the software and read the information.

ROM Construct

Crack Sense/Net, using the GridPoint Strategy, and get Dixie Flatline's construct number. Buy the Sense/Net security pass from Lupus in Larry's Microsofts for 4,000 credits. Go to the Sense/Net building in the high tech zone and pick up the ROM construct.

Zone Five

Crack the I.N.S.A. base for good ICE Breakers and viruses. Crack the rest of Zone Five for experience and some software.

Zone Six

Crack the KGB first for the best ICE Breakers. Download all the KGB software. Erase any of your old software.

CyberEyes

To get the 32K superdeck, crack Maas Biolabs with Jammies 5.0, Slow 5.0, and Python 5.0. Then rotate among Depthcharge 8.0, LogicBomb 6.0, Concrete 5.0, and DoorStop 4.0. Read the CyberEyes report, turn off the Lawbot alarm, and unlock the door.

Zone Seven

Crack Phantom's ICE with the strategy for Maas Biolabs, then pass the Phantom by using BattleChess 4.0. Download Hemlock 1.0. Now go and kill Greystoke. Crack Musabori's ICE, then use Hemlock 1.0 on the AI. Get KuangEleven 1.0. Crack Tessier-Ashpool and kill WinterMute. Read the messages and essay for some information.

Neuromancer

Crack Allard Technologies' ICE with the Maas Biolabs strategy. When you do, Neuromancer takes you to the Island. Listen to him. When he leaves, use Zen and the AI attack skills until you're taken off the Island. Now use KuangEleven 1.0 on Neuromancer. Attack the AI with the basic technique until it dies.

Comlink Databases

The second level of each base contains the same information as the first level.

Database	Code	Level/Password	Contents
Cheap Hotel	CHEAPO	1: GUEST 2: COCKROACH	Room Service, Things to Do, Review Bill Edit Bill
Regular Fellows	REGFELLOW	1: VISITOR	Messages, Scout 1.0, BattleChess 2.0, Software Reviews
Consumer Review	CONSUMEREV	1: REVIEW	Deck reviews
Asano Computing	ASANOCORP	1: CUSTOMER 2: VENDOR	Catalog List of deck makers
World Chess	WORLDCHES	1: NOVICE 2: MEMBER	Info, apply to join Enter tournaments
(The above are accessible with Comlink 1.0.)			
Panther Moderns	CHAOS	1: MAINLINE	Modern BBS, send message, Comlink 3.0
Hitachi	HITACHIBIO1	1: GENESPLICE	Lung Report
Fuji Electric	FUJI	1: ROMCARDS 2: UCHIKATSU	News, press releases, executive info Personnel list, memo
(The above are accessible with Comlink 2.0.)			
IRS	IRS	1: TAXINFO	Tax info BBS
Software Enforcement	SOFTEN	1: PERMAFROST	Memo, messages, Coptalk upgrade (2), Comlink 4.0, View, Sequencer 1.0
Chiba Police	KEISATSU	1: WARRANTS 2: SUPERTAC	View warrants Edit warrants
(The above are accessible with Comlink 3.0.)			
Citizens for a Free Matrix	FREEMATRIX	1: CFM	Statement of purpose, Blammo 1.0
Gentleman Loser	LOSER	1: WILSON 2: LOSER	Loser BBS Sorcerer BBS, Blowtorch 1.0, Hammer 1.0, Probe 3.0
Eastern Sea-board Fission	EASTSEABOD	1: LONGISLAND	Messages, Comlink 5.0
(The above are accessible with Comlink 4.0.)			
Hosaka	HOSAKACORP	1: BIOSOFT 2: FUGEKI	New products, sales data New employees, memos, upload software, Comlink 5.0
Musabari	MUSABORIND	1: SUBARU	Memos, new products, Answer Man, Employee of month
Tozoku	YAKUZA	1: YAK	Orders, specials, Comlink 6.0, Blowtorch 1.0, Decoder 1.0
Gemeinschaft Bank	BANKGEMEIN	1: EINTRITT 2: VERBOTEN	Services, rates, securities Messages, transfer funds, Decoder 1.0
(The above are accessible with Comlink 5.0.)			
Bank of Zurich	BOZOBANK	1: Sequencer 1.0	(Open account, rates, required) interest, account operations
NASA	VOYAGER	1: APOLLO	Mission summaries
(The above are accessible with Comlink 6.0.)			

CYBERSPACE

Database

Numbers in parentheses indicate the ICE strength.

Level

Contents (except software)

Each AI's weakness is listed in parentheses.

Zone Zero

Cheap Hotel (84)
WorldChess (84)
Panther Modems (132)
Regular Fellows (36)
Psychologists (96)
Asano Computing (72)

2
3
2
2
3
3

AI: Morphy (Logic, 96) AI messages

AI: Chrome (Philosophy, 48)
Inventory

Zone One

Gentleman Loser (150)
Tozuku (150)
N. A. S. A. (150)
Copenhagen U. (150)
C. F. M. (150)
Chiba Police (150)
IRS(150)
E. S. F. A. (150)
S. E. A. (150)
Central Justice (150)

3
2
2
2
2
2
2
2
2
2

Jobs listing, message base
AI: Hal (Logic, 384)
Notes, messages
AI: Sapphire (Sophistry, 192), AI messages

Notices, audits

Coptalk level four
Accounting, press release, warrants

Zone Two

Musabori I. (260)
Hitachi (260)
Fuji Electric (260)
Hosaka Corp. (260)

2
2
2
2

AI: Greystoke (Hemlock 1.0, 49151)
Personnel list

Zone Three

Bank Berne (400)

Free Sex (400)
D. A. R. P. O. (400)
Turing (400)

Screaming Fist (400)

1

1
1
1

AI: Gold (Philosophy, 1536), rates, info, codes for transfer, and account number
AI: Xaviera (Phenomenology, 768), messages, advice
Research
AI Registry, AI report, upgrades for Phenomenology, Philosophy, Sophistry, Logic, and Psychology to level four
Reports

Zone Four

Sense/Net (800)
GridPoint (800)
Bell Europe (1,000)
I. N. S. A. (1,000)
Nihilist (1,000)

1
1
1
1
1

Dixie Flatline's Construct Number
Messages, warning
Messages
Codebreaker, data transfer schedule
Purpose, philosophical diatribe

Zone Six

KGB (1,100)
Maas Biolabs

1
1

AI: Lucifer (Logic, 3072)
AI: Sangfroid (Phenomenology, 6144), CyberEye report, security report, security systems

Zone Seven

Tessier-Ash (2,000)
Phantom (2,000)
Allard Tech. (2,000)

1
1
1

AI: Wintermute (Sophistry, 12288), Essay, messages
AI: Phantom (BattleChess 4.0 or Logic, 24576), Hello
The Island, AI: Neuromancer (KuangEleven 1.0), 49152)

Software

ICE Breakers

Good ICE Breakers

Blowtorch 1.0	Location
Blowtorch 3.0	Gentleman Loser, Lvl 2, Tozoku Lvl 1
Blowtorch 4.0	Panther Moderns Lvl 2, Tozoku Lvl 2
Decoder 1.0	N. A. S. A. Lvl 2
Decoder 2.0	Tozoku Lvl 1, Gemeinschaft Lvl 2, Copenhagen Lvl 1
Decoder 4.0	Panther Moderns Lvl 2
Hammer 1.0	N. A. S. A. Lvl 2
Hammer 2.0	Gentleman Loser, Lvl 2
Hammer 4.0	IRS Lvl 3
Hammer 5.0	Hosaka Lvl 3
Hammer 6.0	GridPoint Lvl 1
	I. N. S. A. Lvl 1

Better ICE Breakers

DoorStop 1.0	Location
DoorStop 4.0	Copenhagen Lvl 2
Drill 1.0	I. N. S. A. Lvl 1
Drill 2.0	Gentleman Loser, Lvl 3
Drill 3.0	Tozoku Lvl 2
	D. A. R. P. O. Lvl 1

Best ICE Breakers

Concrete 1.0	Location
Concrete 2.0	Hosaka Lvl 3
Concrete 5.0	D. A. R. P. O. Lvl 1
DepthCharge 3.0	KGB Lvl 1
DepthCharge 8.0	Screaming Fist Lvl 1
Logic Bomb 3.0	KGB Lvl 1
Logic Bomb 6.0	I. N. S. A. Lvl 1, Nihilist Lvl 1
	KGB Lvl 1

Viruses

Acid 1.0	Tozoku Lvl 2
Acid 3.0	Nihilist Lvl 1
Acid 5.0	Bell Europa Lvl 1
Injector 1.0	Gentleman Loser Lvl 3
Injector 2.0	Hosaka Lvl 3
Injector 3.0	D. A. R. P. O. Lvl 1, GridPoint Lvl 1
Injector 5.0	I. N. S. A. Lvl 1, KGB Lvl 1
Python 2.0	N. A. S. A. Lvl 2
Python 3.0	Screaming Fist Lvl 1
Python 5.0	Nihilist Lvl 1
Thunderhead 1.0	Panther Moderns Lvl 2, Psychologist Lvl 3
Thunderhead 2.0	E. S. F. A. Lvl 2, S. E. A. Lvl 2
Thunderhead 3.0	D. A. R. P. O. Lvl 1, GridPoint Lvl 1
Thunderhead 4.0	Bell Europa Lvl 1

Other Software

Name	Location	Purpose
ArmorAll 1.0	Berne Lvl 1, Screaming Fist Lvl 2	Restore deck shielding
ArmorAll 2.0	GridPoint Lvl 1	Faster, twice @ combat
ArmorAll 3.0	I. N. S. A. Lvl 1	Faster, three @ combat
ArmorAll 4.0	KGB Lvl 1	Faster, four @ combat
Battlechess 2.0	Reg. Fellows Lvl 1	Chess optimizer
Battlechess 4.0	World Chess Con Lvl 3	Pass Phantom AI
Blammo 1.0	C. F. M. Lvl 1	Suicide; damages user
Comlink 1.0	in deck	Access databases
Comlink 2.0	Crazy Edo,	trade for caviarAccess databases
Comlink 3.0	Panther Moderns Lvl 1	Access databases
Comlink 4.0	S. E. A. Lvl 1, Copenhagen Lvl 1	Access databases
Comlink 5.0	E. S. F. A. Lvl 1, Hosaka Lvl 2	Access databases
Comlink 6.0	Tozoku Lvl 1	Access d.bases/cyberspace
Cyberspace 1.0	P. Moderns Lvl 2, Bell Euro Lvl 1	Enter cyberspace
EasyRider 1.0	Screaming Fist Lvl 1	Cross cyberspace zones
Hemlock 1.0	Phantom Lvl 1	Destroy Greystoke
Jammies 1.0	Copenhagen Lvl 1, IRS Lvl 3	Paralyze ICE
Jammies 2.0	D. A. R. P. O Lvl 1	lasts longer
Jammies 3.0	GridPoint Lvl 1	lasts longer
Jammies 4.0	KGB Lvl 1	lasts longest
KGB 1.0	Screaming Fist Lvl 1	Travel to KGB
KuangEleven 1.0	Musabori Ind. Lvl 2	Damage Neuromancer
Mimic 1.0	IRS Lvl 3	By ICE; arrest warrant
Mimic 2.0	Hosaka Lvl 3	Bypass ICE; IRS audit
Probe 1.0	N. A. S. A. Lvl 2	Database name
Probe 3.0	G. Loser Lvl 2, Reg. Fellows Lvl 2	Database name
Probe 4.0	Copenhagen	AI name
Probe 10.0	Bank Berne Lvl 1	ICE strength
Probe 15.0	KGB Lvl 1	AI strength
Scout 1.0	Reg. Fellows Lvl 1	# of database levels
Sequencer 1.0	S. E. A. Lvl 1	1st level Comlink entry
Slow 1.0	Gentleman Loser Lvl 3	Slows ICE shots
Slow 2.0	Hosaka Lvl 3	Slows ICE shots more
Slow 3.0	Screaming Fist Lvl 1	Slows ICE shots more
Slow 4.0	Nihilist Lvl 1	Slows ICE shots more
Slow 5.0	KGB Lvl 1	Slows ICE shots most

(All Probe and Mimic software performs the functions of the lower-numbered versions.)

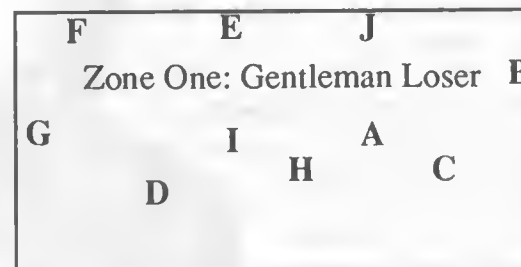
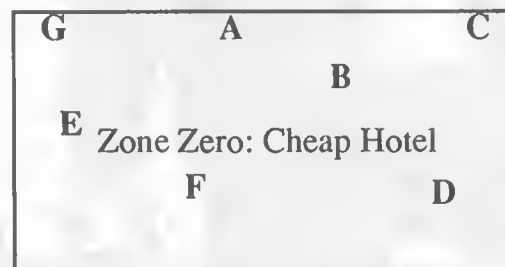
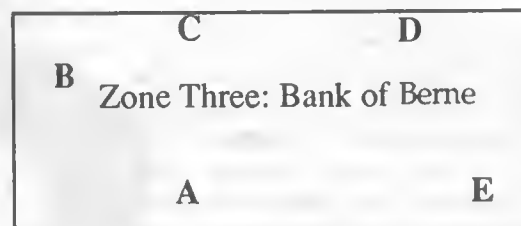
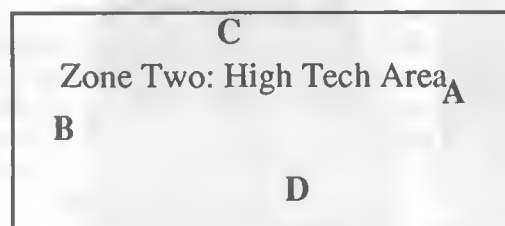
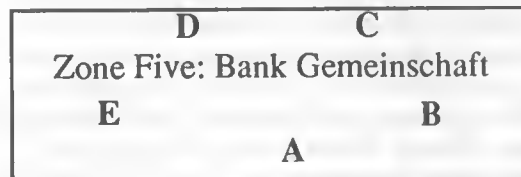
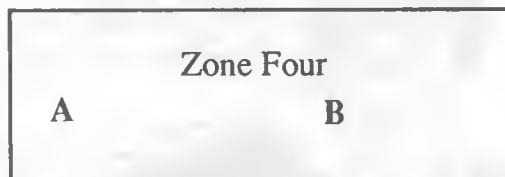
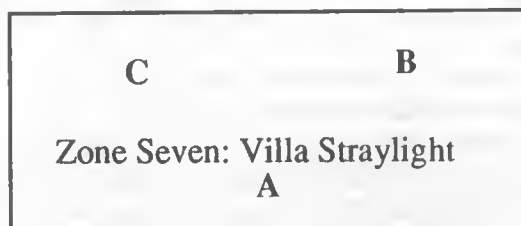
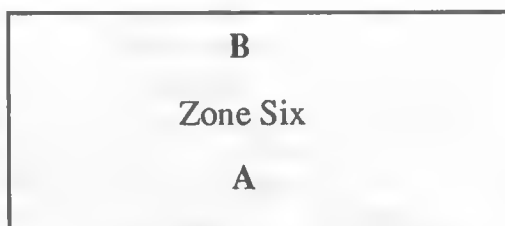
Chips and Objects

All cost \$1,000 each, except Cryptology, Zen, and Sophistry, which are free or traded for.

Name	Location	Notes
Coptalk	Larry's	Interrogation; upgrade at SEA
Bargaining	Julius Deane's	Lowers prices
Cryptology	Gentleman Loser	Look in PAX messages first; upgrade at Dean's
Musicianship	The MatrixPlay	dub for Founder at Zion
Software Analysis	Metro	HolografixUpgrade at Matrix
Debug	Metro	HolografixUpgrade at Matrix
Hardware Repair	Gentleman Loser	Upgrade at Matrix
ICE Breaking	Metro	Holografix
Evasion	Lupus	Upgrade at Matrix
Zen	House of Pong	Trade for joystick; restores health in battle; upgrade at Matrix
Sophistry	House of Pong	Fight AIs
Phenomenology	Julius Deane's	Fight AIs
Philosophy	Julius Deane's	Fight AIs
Logic	The Matrix	Fight AIs
Psychoanalysis	Julius Deane's	Analyze AI's weakness
UXB deck	Shin's Pawn Shop	Runs Comlink software
Caviar	Cheap Hotel	\$200; pay hotel bill first; give to Edo
Gas mask	Julius Deane's	\$250; Wear in Maas Biolabs
CyberEyes	Maas Biolabs	32K RAM CyberDeck
Joystick	Metro Holografix	Trade to Pong monks
Guest Pass	Gentleman Loser	Enter Matrix, read PAX messages
Security Pass	Lupus	\$4,000; get ROM construct from Sense/Net

Neuromancer

512
496
480
464
448
432
416
400
384
368
352
336
320
288
272
256
240
224
208
192
176
160
144
128
112
96
80
64
48
32
16
0



0 32 64 96 128 160 192 224 256 288 320 352 384 416 448 480 512
16 48 80 112 144 176 208 240 272 304 336 368 400 432 464 496

Map Key: Neuromancer

Zone Zero

A: Cheap Hotel
B: World Chess
C: Ponther Moderns
D: Regular Fellows
E: Consumer Review
F: Psychologists
G: Asano Computers

Zone One

A: Gentleman Loser
B: Tozoku
C: N.A.S.A.
D: Copenhagen U.
E: Free Matrix
F: Chiba Police
G: I.R.S.
H: E.S.F.A.
I: S.E.A.
J: Central Justice

Zone Two

A: Musabori
B: Hitachi
C: Fuji
D: Hosako
Zone Three
A: Bank of Berne
B: Free Sex Union
C: D.A.R.P.O.
D: Turing Registry
E: Screaming Fist

Zone Four

A: Sense/Net
B: GridPoint
Zone Five
A: Bell Europa
B: I.N.S.A.
C: Nihilist
D: Bank of Zurich
E: Bank Gemeinschaft

Zone Six

A: KGB
B: Maas Biolab

Zone Seven

A: Tessier-Ashpool
B: Allord Technologies
C: Phantom

Space Rogue

Written by Paul Neurath, *Space Rogue* combines the best elements of two popular computer game genres—flight simulation and roleplaying. As a flight simulator, it sends you soaring through space to dogfight with other space ships and maneuver through treacherous asteroid belts and anti-matter shard fields. As a roleplaying game, *Space Rogue* enables you to dock at various starbases to interact with the people and aliens who will eventually steer you toward a series of mini-missions and the long-range goal of establishing peace in the Far Arm. The Far Arm is a 24th century empire consisting of a dozen starbases, outposts, and mining stations spread across eight star systems.

Your career as a space rogue can take three directions: You can make your living as an honest trader, buying and selling everything from explosives and brandy to souvenirs and manure; you can turn to piracy and raid merchant ships; or you can become a bounty hunter and collect Imperial bounties for destroying all the pirate ships you find.

No matter which career path you choose to follow, you can supplement your income by becoming a top-notch Hive player. In this mini-arcade game, you wield a laser pistol to destroy bug hives while avoiding the insects they produce.

Space Rogue integrates flight simulation and roleplaying believably and with style. It may be your best chance to find out what it would be like to be Han Solo for awhile.

Type:
Roleplaying/Space Combat Simulator

Difficulty:
Intermediate

Systems:
MS-DOS (384 required for CGA/EGA/Tandy;
512K required for VGA); Apple (64K); C-64;
Macintosh; Amiga; Atari ST

Company:
ORIGIN



The Solution

General Advice

The "character" you'll develop in Space Rogue is really your ship. You do this by equipping it with armament and other gear. Concentrate on learning to fly the ship first (a joystick is essential). Start out by acquiring four extra cargo pods, an armor upgrade, another aft shield, and four or five plasma torpedoes. Use the Query option to pick up messages and detect other spacecraft. Due to the simplicity of the areas to be explored, no maps are provided here; locations of vital people and objects are listed instead.

Space Flight and Combat Tips

Fire three shots at a time, so you can fire at maximum power without running down the battery.

Against the strongest foes, use Newtonian Flight after reaching top speed, then wheel around and gun down the enemy ships. In asteroids, use Newtonian Flight and move around to avoid being hit. Steer clear of nebulae — the Manchi are more likely to attack there than elsewhere.

Making Money: Credits where Credits is Due

Forget playing Hive, which takes too long to make Credits. For trading, outfit the ship with four cargo pods, then load some cargo aboard. The best trade route is to/from Denebprime, Deneb, and Free Trader's, Bassruti. The cargo lists and prices change every 24 hours at each Station, generally fluctuating four to eight Credits either way.

At Free Traders, buy Forged CRs, Explosives, and X-rated Holos to sell at Denebprime. At Denebprime, buy Brandy, Exotic Pets (big bucks!), Videogames, and Souvenirs to sell at Free Traders. Also try buying supercomputers at Hiathra and selling them at Micon II. You can often get better prices on all items elsewhere, but these are the most efficient trade routes for making money in a hurry. To sell contraband, you need Forged Cargo Papers from Robocrook.

If you're planning a life of piracy, pick a Scow for your first target. Pack at least ten plasma torpedos and three SM-1 and two Nova missiles. A particle beam laser is also handy. When firing missiles, be sure your opponent has an inactive counter measure and isn't in an elude maneuver. As you make more Credits, invest in Turbo-thrusters, more shielding, and a 75% ECM unit. (By completing certain missions, you'll get more gear.)

Robocrook & other Characters

Robocrook appears randomly in bars across the quadrants. Keep offering cash, and he may sell you some useful items: Forged Cargo Papers (see above), Keycards, the Ruby Cube. Other randomly appearing characters to seek out: Ichicki (for useful information on Black Hand and the Manchi), a wandering spaceman (information) Veda the Ursellurs (sells Amoebic Lenses), a one-eyed pirate named Flitch, and a merchant (information about NSBs). Bartenders always have current information and tips, and you should talk to everyone you meet for more. It's possible to steal from safes, but expect to pay a fine and get kicked off the base or planet if caught.

The Missions

Most of these may be completed in any order, though a few require items from other missions. Each mission's starting point is noted after its name.

Pilot's License: Hiathra

This is obtained by answering multiple-choice questions when you meet Orellian on Hiathra, Karonus. Ask him for the CRC-07 Form, used to visit Koth Carrier.

Stealth Box: Micon I

Talk to Sir Eld on Micon I, Karonus. He'll give you a Statuette to deliver to Orellian at Hiathra Starbase. Do so, saying it is not a bribe. Return to Eld, who'll give you some valuable information and a Stealth Box, which reduces the chance of detection by enemy ships.

Cebok's Sister: Karonus

Cebok, when asked about Tiwa and Hive, tells you to take a letter to her sister on Lagrange in return for information on Hive. Then deliver the letter to Cebok for location of a Keycard.

Microchip Delivery

Eventually you will run into a wandering pirate who will offer you a job. Accept the job and take the microchip to Chi-Sha at Free Guild.

Null Damper: Arcturus

After finding Veda the Ursellus (who appears randomly in bars) and buying the Amoebic Lenses for 250 CR, head for the ISS Koth, Arcturus. Use a Keycard to open the door to the restricted area, then go through and immediately go to the left (to avoid the hidden floor alarm). Examine the Power Generator in back of the room and get the Transmutation Coil. Take it to Professor Prosk on Micon

IV, ZED N27. Accept the Null Damper when offered.

Repair Droid: Random

Eventually you'll encounter a Droid named LUX-23A, who wants you to look for his Droid friend named MAID. MAID is hiding at Free Trader's under the name Chi-Sha. Mention LUX, and she'll come with you as a Repair Droid. Return her to LUX, and you'll get no reward beyond a good conscience. Keep her and you've got a *very* valuable Repair Droid for your ship. (Her presence will make winning the game easier.)

Duchess Avenstar: Denebprime

After fifteen to twenty cargo runs between Denebprime and Free Trader's, you should have enough Credits to outfit your ship fully, assuming you've been adding equipment all along. You'll need at least 500 Armor, some Missiles, the best Shields possible, and a Particle Beam.

Before you can successfully communicate with Duchess Avenstar on Denebprime, you need a "fierce reputation." To get it, kill a few Manchi in space; destroying Vultures will help. After doing so, she'll give you a Beam Lock that makes it easier to target enemy ships with your laser; she'll also tell you about General Targon, aka Rayson, and his mission's code name: Gfssfu. Also on Denebprime, Dr. Felsane will send you on a mission that will net you a Malir Artifact. You can later trade this to the Bakhili Far Trader for information about the Manchi.

Targon: Micon II, Arcturus

Though you can find him here, Targon is insane and needs an injection of NSB before he can reveal anything to you. The NSB is at Cbttsvuj Njojoh, guarded by a mutant monster. To get it, land at Cbttsvuj, walk north to the front of your ship, and then go all the way to the northwest corner of the landing dock. Wait there for a few seconds. Then go back to your ship, as if you were about to reboard it. Instead of re-entering the ship, however, walk south and wait at the southern door until you see the mutant monster coming toward you from the left side of the screen. There is a trash can between you and the monster, and once he gets next to it, he'll be stuck. When the monster is stuck, go through the south door, then through the door on the left side of the screen, and, finally, through the door on the far left wall of the next room. In this room, you will see a safe and file cabinet. Stand between them and inspect the cabinet to find the NSBs. Pick them up and retrace your steps back to

your ship. Be careful when you get back to the landing area because the monster will free himself and come after you. Reach your ship and leave as quickly as possible.

Now you can head for Micon II, Arcturus, and find Targon rambling around the halls. Talk to him and give him one Credit. When you get an "Other" option, take it and enter "N." When you get another "Other" option, type in the name of his mission (Gfssfu). He'll give you all the information he can before slipping back into insanity. Take this information to the Duchess, who will tell you to seek out Droughton Gut, leader of the Scarlet Brotherhood at Free Trader's Outpost"

Psionic Shield: Gryphon

This shield, which protects you from the powers of Vilainie, is necessary in order to complete the final mission. First talk to Omas in the back room on ConvecEast Mining Station, Gryphon. He'll ask you to rescue his wife from the Black Hand Cult. She's at the Meditation Room in Uspdibm, Tjhvsf. After you talk to her, she'll tell you she's abandoned Omas. Return to him for the Psionic Shield amulet.

Droughton Gut: Free Trader's

Gut won't talk to you until you prove your allegiance to the Scarlet Brotherhood. Talk to Omar and he will tell you what to do. Usually, you'll have to attack some kind of ship. The ship type changes, getting tougher the better you are in combat — talking to Omar early in the game makes this task a little easier. When you've done what he says, talk to Omar again and he will grant permission to speak with Gut. After doing so, Gut will help you steal the Chi-Gonger (Manchi Egg) from Vilainie on Trochal.

Manchi Egg: Trochal, Sigure

Due to a diversion by the Scarlet Brotherhood, the guards will be in a state of confusion when you land. Go straight to Vilainie's room. When she stops and tells you to remove the Psionic Shield, *don't*. The guards won't respond to her summons, due to the diversion. Go to the far right side of the room and pick the lock on the door. Enter, take the Egg and leave the Station.

Ichiki and the Baakili

If you've got the Egg and the Malir Artifact, return to Gut and give him the Artifact; he'll tell you to find a Baakili trader and ask him about the Manchi. The Baakili also require payment—some Dilithium

Crystals from a trash pile outside the back door of the bar in the upper corner of Ross Mining Station, Deneb (keep searching until you find them). Search the bars until you meet Ichiki, then ask about Manchi and pay him with Malir artifacts, the Ruby Cube, or Gems. Write down the coordinates he gives you for the Manchi's home system, Ja-Karn. Then return to Gut and tell him your findings. He'll direct you to Prosk, the mad scientist from Micon IV. Make sure your ship is at full strength before you talk to Prosk.

The Warp Drive & End Game

Prosk is working on the Warp Drive. When you tell him the situation this time, he will warp you to the coordinates you give him: Enter the ones from Ichiki. You've got to be heavily outfitted just to reach the Manchi homeworld. Plot a course for the planet, and save the game frequently because combat is fierce during this portion of the game. If you don't save, you will have to begin the journey to the Manchi homeworld all over again each time you get blasted by a pack of Vultures. Once you reach the Manchi planet, land.

Places and People

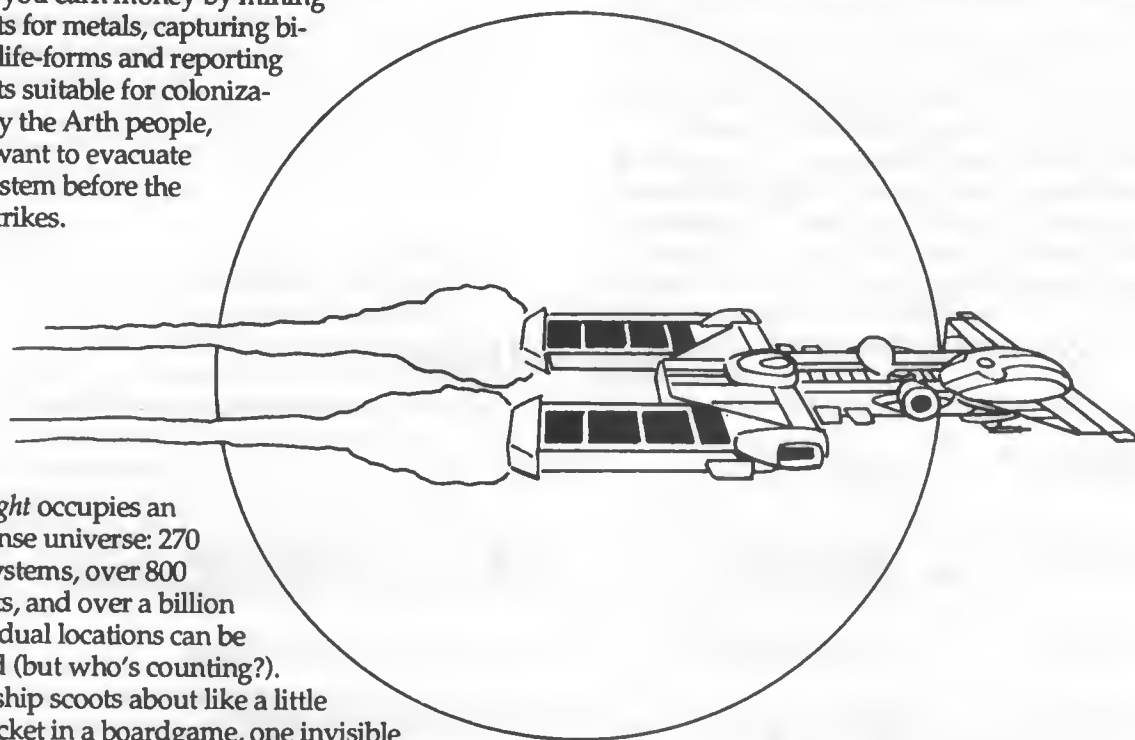
Star System	Places	People
Karonus	Hiathra Starbase Micon I Outpost	Orellian, Cebok (Keycard), Robots, Sir Eld (Stealth Box), Miners, Robots, Barnett
Gryphon	ConvecEast Mining	Omas (Psychic Shield), Old Miner
Arcturus	Koth Carrier Micon II Mining	Old Man, Transmutation Coil Drak, Targon
Deneb	Denebprime Ross Mining	Princess Avenstar (Beam Lock), Felsane Malir Artifact Robot LUX, Dr. Farah, Dilithium
Nar'see	Lagrange Mining	Tiwa (Cebok's sister)
Siguere	Trochal Outpost	Omas' wife, Vilanie (Egg)
Bassruti	Bassruti Mining	Monster (NSB)
Zed	Free Traders' Outpost Micon IV Mining	Gut, Chi-Sha, Omar Prof. Prosk (Null Damper)

Wandering Characters

Robocrook (Forged Cargo Papers, Key cards, the Ruby Cube), Ichiki (information Black Hand and the Manchi), a Wandering Spaceman (information), Veda the Ursellus (Amoebic Lenses), Flitch the Pirate (MicroChip), a Merchant (information about NSBs)

Starflight

The title that established the market for MS-DOS games, *Starflight* continues to be a favorite among science fiction fans. Your six-being crew is challenged to stabilize the Arth system's star, which is threatened by mysterious stellar fluxes that have already wiped out several systems and their populations. While seeking clues to this phenomenon, you earn money by mining planets for metals, capturing bizarre life-forms and reporting planets suitable for colonization by the Arth people, who want to evacuate the system before the flux strikes.



Starflight occupies an immense universe: 270 star systems, over 800 planets, and over a billion individual locations can be visited (but who's counting?). Your ship scoots about like a little toy rocket in a boardgame, one invisible "hex" at a time, and you roll across planetary terrain in a special vehicle. A colorful, onscreen star map shows the universe from an interstellar perspective, allowing you to judge distances, fuel required, and other factors crucial to long-range jaunts. (Due to memory considerations, this was cut from the C-64 version, forcing you to fall back on a paper map.) Interacting with members of seven intergalactic races dominates the drama as you sail deep into space. Puzzles revolve around a core of engaging activities such as fast-talking the aliens out of a prized artifact or a few clues, developing skills, exploring ruins and other sites for scraps about the slowly emerging plot, and making money the old-fashioned way. Sound and animation are minimal compared to contemporary releases, but the story makes up for it.

Type:
Science Fiction Roleplaying

Difficulty:
Advanced

Systems:
MS-DOS (256K required, CGA/EGA);
Amiga (512K); Macintosh Plus and up (512K; color
on Mac II with two megabytes); C-64

Company:
Binary Systems/Electronic Arts

The Solution

The Crew

A good initial crew consists of: Human Captain and Science Officers, Velox Navigators and Engineers, Thrynn or Elowan Communications, and a Human or Elowan Doctor. Thrynns and Elowans don't get along, and Elowans die easily, so the best choice is a Thrynn Communications and a Human Doctor.

The Thrynns you meet will trade Endurium for plutonium and artifacts and also know a lot about the Uhleks. You may want to use Mechanoids for Engineering and Navigation until you have enough credits to train someone.

Training the Crew

Leave most of the crew in school at Starport and take Androids on the first mining expedition (described below). This trip, buy six to eight cargo pods, but no armor, weapons, or other extras for the ship. Spend the rest of your money on training the Captain. As you acquire more money on later trips, focus on training the Captain fully in the first two skills, then work on the Thrynn Communications Officer.

The Arth System

Head for the inner planet to do some mining. The fifth planet of the neighboring system is also lucrative, as well as the outer planet of the system at 123, 107. On the second system's second planet, you'll find some ruins at 17N, 162E and the message mentioned in Starport. This tells the location of an outpost with clues to the location of the Cloaking Device (Shimmering Ball). Return to Starport. Sell minerals, then train the crew, get better engines, and buy more Endurium.

The Dodecahedron

Zoom over to the flux at 123, 127, which sends you to 123, 143 in the vicinity of 118, 146 (the system with the outpost mentioned in the message above). If you run into the Veloxi, pay three units of Endurium and be obsequious. They have useful information and may even invite you to Sphexi (132, 165). Find and give them the Ellipsoid, and they'll really help. Land at 20N, 13W and collect all the Endurium and the Crystal Orb. Go to 118, 146. On the fourth planet, land near 16S, 20W to get a message and the Dodecahedron. (This sends distress signals that most aliens will answer.) The message gives coordinates for the Cloaking Device. Get it. Recommend this planet for colonization. You can get Endurium at 32S x 32W. Return to Starport. With the Cloaking Device, you won't need powerful shields, but do get better engines, lasers, and more Endurium.

Harrison's Base & the Noah Project

Rocket over to 180, 120 and mine all the Endurium you can. Fly north to the system in the middle of the Staff (180, 124) and land at 59N, 22E. Drive to 54N, 13E. In the ruins is a message revealing the location of Ibssjtpo't Cbtf. Since you're near the distress signal (175, 94), go there now. When you're orbiting the planet, the distress beacon gives you the coordinates (22N, 97W) where you should land. There you'll find a message about the Noah Project and the location of Ifbwfo (145, 107). You'll also get the answers to the rvftujpot posed by the

Nfdibot. But for now, head to the flux at 175, 123, which takes you to 217, 80, near Earth.

Earth & Mars

Race to Earth (215, 86) and recommend it as a colony world. Land at 12N, 104W and pick up the cube device (Hypercube). Shoot over to Mars and land at the north pole (90N, 0E/W). There you'll find a ring device that identifies fluxes. Go to Venus and recommend it for colonization.

A Black Egg & the Mechans

Go to the Nbsebo system (217, 88) and mine plutonium on the fourth planet; recommend it for colonization. Go to the system at 234, 20, land on the second planet and get the Black Egg at 35S, 99E. Return to Starport. Buy anything you need. Go to the system at 145, 107 and orbit the fourth planet. When you encounter the Mechans, tell them that you are of Noah (group) 9; you don't worship Layton; you're prepared for Heaven; they should not maintain code blue; you verify code red. You can now mine the planet and recommend it as a colony world. (The Mechans are also a good source of information.)

Another Black Egg and We're Outta Here

Go to system at 143, 115 and get the Black Egg at 28N, 4E. Return to Starport to buy a little armor and Endurium. (If you need more Endurium, head for Gazurtoid territory and, using the Cloaking Device, waste their ships, then pick up the Endurium from them.) You should now be ready for the Uhleks.

Showdown with the Uhleks

Go to the Uhleks' system at 55 x 32, land on the life-bearing planet, arm a Cmbdl Fhh and drop it. Then leave orbit. It will wipe out the Uhlek brain and leave them helpless. Go to 20 x 198. Head for the system's first planet and get the Crystal Cone at 29S, 55W. Shoot over to the system at 192, 152 and land on the planet there at the location indicated on the landing grid. If you read the log, you'll find the secret of the fluxes. But you must save your people, so drop the Cmbdl Fhh and take off.

Miscellaneous Tips

Where to find Endurium

System	Planet: Place	Notes
144, 44	1: various places	Large quantities
149, 133	1: various places	Colonize the planet
192, 152	1: 29N, 13W	World is covered with fuel (requires Crystal Cone)

Location of Useful Artifacts

Object	System	Planet:Place	Use
Tesseract	18, 50	5: 15N, 44W	Augments thrust
Red Cylinder	112, 200	3: 59N, 64W	Locates useful artifacts
Ring Device	215, 86	4: 90S, 0	Clarifies flux points
Black Egg #1	143, 115	1: 28N, 4E	Explosive device
Black Egg #2	234, 20	2: 35N, 99E	Worth \$25,000; keep one
Black Egg #3	238, 189	3: 52N, 16E	
Hot P.Y.T.	249, 0	22S, 39E	\$5,000
Moebius Device	249, 0	46N, 34W	\$700
Cloaking Device	68, 66	1: 12N, 32 E	Conceals ship
Black Box	Trade Depot		Wild beast shield
Ellipsoid	81, 98	1: 43S, 142W	Trade to Veloxi
Dodecahedron	118, 146	4: 16S, 20W	Attracts oliens
Hypercube	215, 86	3: 11N, 104W	Augments thrust
Rod Device	180, 124	2: 59N, 22E	Augments scanner's ability to find vital ruins, messages, artifacts
Crystal Cone	20, 198	1: 29S, 55W	Locates control nexus of Crystal Planet
Crystal Pearl	56, 144	1: 29N, 12W	Sell or use once for random warp
Crystal Orb	132, 165	1: 46N, 14E	Protects ship from Crystal Planet's defenses

Flux Pairs

These are approximate connections between flux points, which will save lots of fuel.

229 x 148	235 x 49
232 x 40	179 x 52
217 x 80	176 x 124
122 x 128	127 x 143
145 x 112	127 x 105
129 x 108	173 x 61
178 x 52	126 x 24
141 x 51	100 x 84
96 x 77	92 x 62
98 x 79	69 x 66
101 x 77	61 x 131
106 x 140	64 x 181
63 x 186	30 x 184
34 x 186	22 x 199
164 x 82	118 x 107

Starflight 2: Trade Routes of the Cloud Nebula

This sequel is set nineteen years after the end of the first story. Endurium, the fuel used by space ships back then, has been outlawed by Interstel. Its replacement, shyneum, is rare, expensive, and vital to your quest. The Spemin, the most aggressive species in the universe, are on the rampage, this time armed with weapons and technology that outdistance anything Interstel can muster. You set out to locate enough shyneum for the warships of Arth. You also want to locate the Spemin's secret base, but will ultimately face an even greater threat than the cantankerous Spemin.

As in the original *Starflight*, you choose a crew of Human, Velox, Thrynn, Elowan, and Mechanoid characters. Talking to the other aliens encountered in space (the sequel introduces over two dozen new species) is still essential to success. And you fly the ship across a similar top-down view of the stars, though thankfully you no longer have to sit through the tedious landing sequence. Trading with the aliens is much more important on this mission than in the past and, as the subtitle implies, you'll have to work out profitable trade routes between the planets to make a go of it.

Graphics and sound effects are not significantly enhanced over the original. However, the story is more involved and interesting, for you'll travel through time as well as space. Anyone who liked the first game will certainly enjoy this one—as long they don't expect much in the way of special effects or dramatic enhancements to the game system.

NOTE: If you play this game on an IBM clone, be sure you have the second version of this game — with the first version of the game, saving to a hard disk could corrupt your saved game files.

Type:
Science Fiction Roleplaying

Difficulty:
Advanced

Systems:
MS-DOS (384K required;
CGA, EGA, VGA, Tandy 16-color)

Company:
Binary Systems/Electronic Arts

General Hints

A good initial crew consists of: Human Captain and Science Officers, Velox Navigators and Engineers, Thrynn or Elowan Communications, and a Human or Elowan Doctor. Thrynns and Elowans don't get along, and Elowans die easily, so the best choice is a Thrynn Communications and a Human Doctor.

On the first cargo run, use an Android for Engineer and Communications, replacing them as soon as you can afford it.

You may want to raise cash by selling off your armor and everything you can do without. Use the cash to pay for training and to purchase trade goods.

In the solution below, planetary positions are indicated in reference to a system's sun: "First planet" means the one closest to the sun.

The Solution

Making Money the Old-Fashioned Way

You start the game at 35 x 73. Visit 34 x 71, orbit one (the first planet from the sun, though a bug in the game's first release calls this planet orbit two) and claim it. Then do the same with the second planet at 35 x 105.

Proceed to 51 x 194 (which is near the Dweenly Planet at 54 x 195) and claim planet one. Land there at 43S x 23E and buy as many Godmasks as you can get for 800-1,000 per unit. Go to 38 x 190 to claim planet two. Then head home to get paid for your discoveries. Buy more cargo pods.

Zoom over to 35 x 69 and land at 9S x 45E on planet two to find the Tandelou Eshevarra. Sell the Godmasks for 1,500 or more each. Buy all the Happy Juice you can and pick up extra fuel. Head to 105 x 75 and claim planets seven and eight.



Go to 107 x 64 to claim planet four, and 99 x 81 for planet three.

Then head for the Teelvees Planet at 125 x 95. Land at 1N x 0. Sell the Happy Juice to the Teelvees, who won't bargain. Buy as much Livelong as you can. Then sell the Livelong for top price to the Humna Humna at 93 x 37 (land at 6S x 120E). From the Humna Humna planet, head due south to 93 x 28, a flux that goes to 29 x 54. Rocket to your home planet.

By now you'll have about 750,000 or more credits. Train your crew fully. Buy the best engine and armor plate. Add more cargo pods and a TV Life Shield for your ground TV craft; no weapons are needed yet, since you can outrun almost anything. After outfitting the ship and training the crew, you should have about 400,000 left to buy fuel and trade goods.

The Most Valuable Thing

At this stage you should talk with every ship you can. The two Tandelous will tell you about Gorzek, a computer-like device. All three will suggest returning their "Most Valuable Thing." All directions point to a Spemin-occupied planet called Bemfblunk, which is found at 158 x 183. But upon landing, you'll find that the Thing has been moved to the G'Nunk planet of G'Aeresch. Since it's in G'Nunk territory, be careful when you visit the area. The G'Nunk will fire on you if you approach their ships, but a number five engine should enable you to outrun their missiles. Land at 2N x 107 W, grab the "Most Valuable Thing" and get out of there quickly.

Upon returning the Thing to the Tandelou, talk with Gorzek, who will now be able to reveal a lot of history and information, but nothing about weapons. By this time you should have covered the west side of the charts, discovering profitable planets at 56 x 33 (planet one) and 106 x 14 (planet three) in the Fallen Star constellation. Repeat the Godmask run described earlier, also taking along some Nutripods to sell at the Humna Humna planet at 7 x 151 (land at 10S x 4E). You can also claim planet three at 2 x 152, orbit three.

Continue trading and talking with aliens to acquire cash and knowledge, keeping a record of what each species reveals. You may have noticed Humans behave oddly on the Teelvees' planet. Later, any Humans in the crew will die in the Nebula, so you should train other crew members in the tasks of your Humans (though only humans can learn up to 250 in Science).

Planet N

The Star Clusters are Hook (53 x 140), Wee Dipper (53 x 31), Fallen Star (105 x 17), Topaz (105 x 74), and Nga-Seng (202 x 105). The Humna Humna will tell of a Planet N in the Topaz Cluster (105 x 74). The planet is found in a small nebula at 101 x 85. Land at 49S x 22E, which may require several attempts. After locating the ruin, go there for a Mining Drone F2. Don't worry about the Spemin Units, which won't bother you.

Acquiring Money, Items, and Knowledge

Make another Happy Juice run to the Teelvee planet and buy as much Livelong as possible. Also try to buy Singing Beetles at Teelvee, where they may cost as little as 600 units. Then go Coreward to 215 x 44 and claim the planet at orbit two. At 216 x 45, claim planet one, then go to planet four and land at 43S x 1E on the Humna Humna planet. Sell them half the Livelong; they'll sell you a Flux-Scan F1.

Head for 238 x 52 and claim planet two. Buzz over to 237 x 88 and land at 40N x 110W. This is another Humna Humna planet, where you can sell the rest of the Livelong and buy the Encounter Scan F5. Go south to 239 x 80, where a flux will take you to 182 x 136. (Be careful: A flux at 239 x 79 goes to 157 x 67.) At 182 x 136, you'll be in a flux center. Using the Flux Scan, go north out of the area to 173 x 164. A short distance into the nebula, a flux will take you to 69 x 134 on the other side of the nebula. Go south to 54 x 104 and land at 40 N x 68E or 19S x 41E. Sell the Singing Beetles and buy Screech Harps. Head for home to collect the bounty on the planets, then go south to 64 x 6 (land at 8N x 0) and sell the Screech Harps. Then shoot over to 56 x 33 and claim planet one. At 106 x 14, claim planet three. This is in the Fallen Star cluster, so be prepared to run if you have an encounter.

Nidberries, Elthar-Esh, and the Anomaly

By now you'll have learned a lot about the history of the area and the knowledge of Elthesh, 84 x 176 and the Nidberries, found in the Arrow Cluster, where you can claim three planets: planet three in 133 x 7, and planets five and six in 132 x 6. You can also locate Nidberries in this cluster. You will also have heard of the ship Elthar-Esh and the Anomaly. You can also claim planets at 199 x 82, planet one; 198 x 104, planet three; 184 x 148, planet four; 200 x 108, planet one; and 181 x 197, planet five.

Depending on your wealth, you may need several more trading trips before proceeding further. Buy the Trading Routes when offered by the Humna

Humna. Copy them, then sell them to the Trade Center the next time you're at home.

You may have traded your Doctor for a Dweenle by now. The Dweenle are exceedingly obsequious, but you get to trade him in later by engaging the G'Nunk. Do so when you get the chance. Head for home and fully arm your ship with number five weapons. Buy only the *items, which can always be sold for a profit.

Elthesh and the Hall of Memory

When you finally determine that Elthesh is in the nebula at 84 x 176, you can land at 28N x 45E to visit it. This will give you a clue to the location of the Hall of Memory; you have to go through the Anomaly, which takes you into the past. Gorzek has explained that the Lowars settled on the fourth planet of 139 x 135, and the Umana settled on the first planet of 96 x 141.

The Six Yellow Stones and the Hall of Memory

The Six Yellow Stones are planets situated roughly in the center of the nebula. By measuring on the chart from the Hook constellation to A-class planets and using this measurement, you'll arrive at the center of the nebula. The Hall of Memory is at 131 x 219. Visit it for more clues (you must go through the Anomaly to get the proper ones).

If the Dweenle like Nidberries now, you might try a few in their past. Save the game before starting, keep your Shields up and watch out for bandits on the other end of the Anomaly. The Dweenles remember a riddle that will help. If you tried the Hall of Memory in the present, you already know you'll need the key first. So visit the Dweenle to learn the location of the Guardian Transmitter Key. Go to the planet for the key.

Then head for the Hall of Memory. After getting half the Uhl Weapon and some information, return to the present, go to Starport and on to Gorzek, (the other half of the Weapon). If you haven't already done so, engage the G'Nunk and blow up 20 of their ships. They'll offer to make you one of them and to trade a crew member (a chance to get rid of the Dweenle). With the trade you'll also get a Shield Nullifier, which you'll need later.

Attacking the Uhl

You will require plenty of money and the best weapons. Check out the Lowars' former home world, where you'll find plenty of Umanu ships. Outrun these and head for planet four, where a beacon will summon you down. You'll be told of

the Awful Thing and the location of the shyneum planet. When you get there, use the Shield Nullifier and Blasto-pods to wipe out the Umana warships. Then you'll be greeted by the Uhl. Use the Uhl weapon at once, then follow up with Plasma Bolts.

Location of Useful Planets and Objects

Dweenly Planet: 54 x 195 (land at 43S, 23E)

Tandelou Eshevarra: 35 x 69 (land at 9S, 45E)

Teelvaes Planet: 125 x 95 (land at 1N, 0)

Humna Humna: 237 x 88 (land at 40N x 110W); 93 x 37 (land at 6S x 120E); 7 x 151 (land at 10S x 4E); 216 x 45, planet four (land at 43S x 1E)

Flux-Scan: Sold at last Humna planet in above list (take Livelong to sell)

Encounter Scan: Sold at first Humna planet in above list (take Livelong)

Bemflunk: 158 x 183 (Watch out for Spemin)

Most Valuable Thing: 159 x 130 on G'Aeresch at 2N, 107W

Key to Hall of Memory: 106 x 14, on planet one of the star that has drifted downspin (the Singing Stones); land at 0,0

Hall of Memory: 131 x 219 at 26S, 135E

The Uhl Weapon: Half is in the Hall of Memory (past), the other half is Gorzek the Living Computer Thing.

Shyneum planet: 117 x 153

Lowars' Former Home World: 159 X 130, planet two

The Anomaly: 159 x 30

Flux Pairs

These are approximate connections between some of the flux points, which will save fuel. Use a Flux Scan in the Flux Center, which is the area around 182 x 136.

29 x 54	93 x 28
33 x 70	70 x 82
41 x 145	57 x 112
63 x 151	79 x 160
69 x 134	173 x 164
93 x 28	29 x 54
98 x 197	156 x 47
99 x 197	126 x 211
239 x 80	182 x 136
239 x 79	157 x 67
153 x 53	206 x 4
173 x 164	69 x 134
3 x 120	25 x 150
182 x 136	239 x 80
182 x 153	105 x 74
181 x 137	176 x 127
181 x 155	170 x 142
181 x 154	215 x 171
196 x 2	249 x 140

Windwalker



Once again you are the only hope of Khantun, a fantasy land with Oriental overtones. In this sequel to Greg Malone's *Moebius*, the Emperor has been overthrown, poisoned, and locked away by a malicious Alchemist and a power-mad Warlord. It's not enough to slay the Warlord, neutralize the Alchemist, and find the key to the Emperor's cell — only by acquiring the proper ingredients for the antidote can you save him from death. Incorporating a greatly improved version of the *Moebius* combat system, this one-character RPG combines the best of questing with a high quality, animated, martial arts game. During combat, the aerial-view map is replaced with a full-screen profile view of two opponents who whirl and leap at each other much faster and more realistically than before. Several new movements, such as cartwheels, are available, as well as a choice of combat modes: Concentration, in which the foe attacks only after you've made a move (which affords you time to study the situation), and Intuition, a real-time, no-holds-barred battle. And you'll hear digitized screams from the battlefield, rather than the beeps heard in *Moebius*. These aspects make *Windwalker* an excellent choice for kung fu fans, but the charm of the game's Oriental setting and magic system will appeal to most adventurers.

Type:
Fantasy Roleplaying

Difficulty:
Intermediate

Systems:
MS-DOS (256K, CGA/EGA/MCGA/VGA);
Apple (128K); C-64; Macintosh (512Ke);
Amiga (512K)

Company:
ORIGIN

The Solution

General Tips

The best attack is the High Kick. Guards can't avoid being hit with a high kick if they're coming at you with Scissor Legs at the time.

To avoid the Guards' swords, use cartwheels.

To get out of jail, wait for a woman to bring your lunch, then speak to her. When she leaves, talk to your cell mate about the serving woman's husband. Wait for the woman to return and ask her about her husband. She will leave the door unlocked. Sneak out at night while the jailer is asleep. Move quickly — you have to elude or defeat the Guards to complete your escape.

Useful Items

These are the most useful items and their locations:

Antidote Ingredients:

Flowers (from Nubian Princess), Rhinoceros Horn (Warlord's Cabinet), Jade (behind Emperor's Throne), Gold Dust (Thieves' Cave), Peach Seed (secret valley behind the Oni's Cave)

Key to Warlord's Cabinet:

Emperor's Concubines

Key to Emperor's Cell:

Warlord

Talismans and Ingredients:

Shaman's Cave, Isle of the Dead

Eyes of Fire:

Shaman's Hut

Astral Gate:

Alchemist's House

Heron Feathers:

Islands east of Xiang Loh

Shoe:

Beggar outside Merchant in Puhn Tiang

Turtle:

Fisherman in Puhn Tiang

Robes and Staff of Righteousness:

Monastery on islands east of Palace

Xiang Loh and Islands East

At the Merchant's Shop, buy as much common incense as possible. Go to the Shrine and speak to the Priest about Incense. He'll turn it into Blessed Incense, which can be used to restore Body, Spirit, or Honor points.

Sail to the islands east of Xiang Loh and find the Explorer's Hut. Inside, open the cabinet and read the scroll. In this area is a heron. Get some of its feathers, which may be sold to Merchants in Xiang Loh and Puhn Tiang. To do so, follow the heron. When it lands, grab it twice to get feathers (you've got to have Quickness). Repeat until you have about 50 feathers.

Puhn Tiang

Go to this village, near the Royal Palace. Enter the Merchant's Shop and sell the feathers. Ask the beggar outside the shop about "shoe," and he'll offer to sell one of his. Buy it. The Fisherman in Puhn Tiang usually goes fishing in the morning. While he's in his boat, buy three striped turtles from him. You may have to keep trying until he has caught enough. Return to the Merchant and buy food and common incense if needed.

The Monastery

Go to the islands east of the Royal Palace and head for the Monastery. Enter the doorway east of the Tower. Wait until the Head Monk arrives to tell you it's time to rest the body and spirit. Tell him you'll follow the Day of Discipline. Sleep until the Head Monk wakes you, then follow him. Don't leave his side for any reason. If you've maintained perfect Honor, followed the Day of Discipline, and defeated your Inner Self, the Head Monk will give you the Robes and Staff of Righteousness. After you get them, go upstairs in the Monastery Tower and read the scroll on your immediate left. It's the one about Nubia. Save the game before proceeding.

The Isles of the Dead

Go north to these islands and find the Shaman's Cave. Avoid the Dragons, Onis, Waterbeetles, and Fire Elementals. If an Oni touches you, you'll awaken confused in the Oni cave, located in the Isles of the Dead. In the Shaman's Cave, ask him about turtles. He'll offer to make a Talisman for you. Have him make the Talisman of Invisibility, which requires the shoe from the Beggar. Find a Waterbeetle, but don't get near it until you activate the Talisman. If invisible when you approach the Waterbeetle, you'll get one of its mandibles. Return to the Shaman and have him make the Talisman of WaterWalking, using the mandible.

Now seek out a Dragon in the waters of these Isles. A good place to look is under the waterfall, but when you see it, invoke your Talisman of Invisibility. Then activate the Talisman of WaterWalking and approach the Dragon to get one of his scales. Take it to the Shaman and have him use it to divine the Talisman of Invulnerability.

The Royal Palace and the Warlord

Put on the Robe and Staff of Righteousness before entering the palace, or you'll be tossed in jail. (Be very careful going through doorways when you don't have Invulnerability activated — the Warlord often lurks on the other side.) Find the Warlord. Before confronting him, invoke the Talisman of Invulnerability. Defeat him (in battle, have your Quickness prayer — "Quicken my pace" — active). He'll drop the key to the Emperor's Cell. Go to the Emperor's Concubines, who'll congratulate you and give you a key to the Warlord's upstairs cabinets. Go to the Warlord's bedroom (upstairs on the left) and open the cabinet next to his bed. Get the Rhinoceros Horn, needed for the Emperor's antidote.

The Nubian Princess and the Emperor's Throne

Descend the stairs to the rooms on the west side of the Palace (the Nubian Princess' apartments). Answer the Nubian Guards with **Tmbi**, and they'll let you in to see the Princess. Interact with her (but not while she's in the bath), uttering these words in this order: **Tmbi**, **Qmrvngjs**, **Ubzjc**, **Nfojmb**. The Princess gives you some flowers to use in the antidote.

Enter the Emperor's Throne Room and bump into the back of the throne. You'll find some jade for the antidote.

The Thieves' Cave and the Famous Explorer

Go to the islands north of the Palace and enter the Thieves' Cave, found on the island in the northeast corner of this area. Here you must rescue the Explorer. First get close and interact with him to cut his bonds. He'll give you a bag of Gold Dust, another component of the antidote. Now buy copying tools (two Parchments, two Quill Pens, and two Ink Horns). If you don't have enough money (20 coins), fight aggressors to obtain more.

The Peach Seed and the Alchemist's House

Return to the Palace and go to the southeast corner of the courtyard (near the Alchemist's House). Use the Sleep command to wait until the fourteenth day of the month, the new moon. If the new moon has already passed, sleep until the first night of the full moon.

Quickly, go to the Isles of the Dead and, while invisible, enter the Oni's cave. Go to the northeast portion of the cave where you'll find an entrance to the Secret Valley. As soon as you enter this area, Shin Doh, the God of Luck will speak to you and give you the Peach Seed of Immortality. (Shin Doh is a panda most of the time, but takes on human form during the full moon. If you see a panda when you enter the area, wait until midnight comes, then continue as described above.)

When the screen flashes, indicating the Alchemist has crossed into the Astral Plane, enter his house. (If you do so before he crosses over, he'll teleport you to the Isles of the Dead.) From the cabinet, get the Eyes of Fire, which help combat the confusion caused by his demon guardians. Go upstairs and cast a Fireball at the Astral Gate, using the Exorcise prayer. This disables the Alchemist's means of possessing the Shrines. Go downstairs, then read and copy the Alchemist's scroll.

Lu Shang and Feng Shu

Ask Lu Shang about the Emperor. He'll say he needs some evidence about the drug used on the Emperor. Ask him about the Emperor again, and he'll read the Alchemist's scroll you copied. Then he will send you to Feng Shu with a Scroll of Introduction. Don't read this scroll unless you want to degrade your honor.

Proceed to the secret cave entrance to the Palace. Feng Shu will be here, hiding from the Alchemist. When you interact with him, he'll give you a key and tell you to bring him his list of ingredients for the antidote. (If you follow this solution, you will already have them.) Go to Feng Shu's hut. Open his cabinet and copy the scroll. If you don't already have the Peach Seed, sleep until the first full moon night and get it.

The Antidote and the Emperor

Return to the secret cave entrance to the Palace and ask Feng Shu about the antidote. He'll go to his hut to prepare it for you. Follow him and sleep there until he tells you it's ready. Return to the Palace, wearing the Robes and Staff. Enter the Jail and take the stairs to the cells. Watch out for guards while you go to the last cell, which is the Emperor's cell. Give the antidote to him.

Wizardry V

Heart of the Maelstrom

After a decade of dungeoneering in essentially the same environment, *Wizardry* players found a new experience in this sequel. Its nine mazes varied in shape and size rather than being confined to the conventional square configurations seen in previous *Wizardry* games, and the world was twice as big. The magic system was totally revamped. Over forty of the game's 63 spells were completely new (like one that summons random monster groups to assist in battle), while others were improved versions of existing spells. Ranged weapons were introduced, and the Thief's combat abilities were enhanced to make it a truly valuable character.

Designed by D. W. Bradley and Andrew Greenberg, *Heart* has many more genuine puzzles (especially riddles) than other *Wizardry* games, and you can get information, objects, and so on by interacting with non-player characters. You'll also fight a variety of new monsters invented for this scenario. Graphics show off more color, sharper resolution, and better artwork displayed in bigger pictures. Sound effects, however, consist of the standard beeps and clicks.

Your goal in this quest is to restore the balance of the Tri-Axial Gate (which you would think could be done at Werdna's Quick-Lube) and save the land from the usual floods, earthquakes, and bad TV shows. *Heart* is distinguished by an abundance

of puzzles, a sense of humor, and the fact that it doesn't go out of its way to kill your six-member team every time they round a corner.

Heart is the best *Wizardry* of the batch. (A stand-alone scenario, it will also accept *Wizardry* characters.)

Type:
Fantasy Roleplaying

Difficulty:
Expert

Systems:
MS-DOS (128K required, CGA);
Apple (64K), C-64

Company:
Sir-Tech

The Solution

Character Development

A good starting party consists of two Dwarf fighters, a Hobbit thief, an Elf Bishop, an Elf Priest, and an Elf Mage. The alignment should fit the kind of advanced characters you want (if any). Save the game before advancing the characters at the Inn, and restore if you don't like what they receive. Always make sure the Mages and Priests learn new spells when you advance them.

Using the Pools

Before entering a level, check this section for tips on any pools. To quickly build experience points for high-level characters, send one character with your Mage to the pool at 16W, 12S, 2D and dive to the bottom. Level E of the pool at 23S, 3E, 3D can raise I.Q. and level D can make you younger. Level L of the pool at 23E, 1S, 6D can increase agility, but will also make you older. Level I of the pool at 8W, 9S, 6D can raise maximum hit points. Level L can raise strength, but will also make you older and paralyze you.



Level M of the pool at 12N, 10E, 7D randomly changes your attributes. Level N can raise maximum hit points. Level J restores spell points. On level four, the pool at (4) Heals, Cures, and Resurrects. *Always* save before swimming: You can lose points you obtained in the pools; you could also drown.

Level One

The Temple of La-La: First go to (1) to get the Orb of Llylgamyn. Inspect for hidden items at (2) to get silver key. When you have about 19,100 gold, search for the secret door at (3) and meet the Laughing Kettle at (4). For 10,000 gold he will tell you about the Divine Aspects. You will need the Orb to pass the door at (5). The High Priest at (6) will tell you the object of the game. Go to (7) and answer the riddle with wbnqjsf, go through the door and wait for Ironnose. Buy the Brass Key from him and go to (8). Use the Brass Key on the door. Enter the Motor Room and pull levers D, B, C, A. Go to (9) and inspect for hidden items. After the battle get the Bag of Tokens. At (10) use the tokens and enter the portal, this takes you to 1E, 8S on level two. When you have the Bottle of Rum from level two, go to (11) on level one and use the Silver Key. Take the stairs down to level two.

Level Two

From the stairs, go to (1) and inspect for hidden items to get the Bottle of Rum. Return to the portal to level one. Head for the stairs down and go to (2) and ask the Ruby Warlock of the Divine Aspects and Time, then give him the Bottle. Go to (3) and swim to the bottom. Pick the lock at (4). At (5) inspect for hidden items to get the Hacksaw. Go to the pool at (6). Leave the room and wait (press the spacebar) for the Duck of Sparks. Ask him of Spirits. Barter to see if he has the Wand for sale; if he does, buy it! If not you will have to get the Rubber Duck from level three and give it to him. Use the Hacksaw at (7). Enter the Alchemist's Lab at (8). Mix from bottles F, C, A to get the Spirit-Away Potion. Use the potion at (9) to get the Jeweled Scepter. Take the ladder down at 12E, 14S, 2D to level three.

Level Three

You will eventually meet the Mad Stomper (you'll hear a stomping sound). Buy the Rubber Duck from him and give it to the Duck of Sparks on level two if you don't already have the Munke Wand. Buy it anyway if you have the Wand. The Rubber Duck allows you to swim safely to any level of any pool.

Pick the lock at (1) and swim to level G of the pool at (2) to get the Gold Key. Swim to level H of the pool at (3) to get the Petrified Demon. Go to (4) and leave Lord Hienmiety. Re-enter the room and (if he doesn't reappear) use the Jeweled Scepter on the door. If he does reappear you will have to fight him. At (5) kill the Dejin Wind King to get the Blue Candle. Go to the Elevator at (6) and press button C to level four to get the Battery (1). When you have the Battery, return to level three and go to (7a) to get teleported to (7b). Inspect for hidden items (8) and use the Battery. Press buttons D, E, G, C to get the Pocketwatch. Take the teleport at (9a) to (9b). At the Blue Wall (10), use the Blue Candle. Take the stairs down to level four.

Level Four

The Den of Thieves: If you haven't already done so, inspect for hidden items at (1) to get the Battery. Swim to level J of the pool at (2) to get the Skeleton Key. Return to the elevator and press B to return to level three.

The Jigsaw Bank: At (3) search the disk. Go to (4) and press disk B. Go to (5) and search the disk. Return to (4) and press disk A. At (6) press disk C. Go to (7) and search the disk. Return to (6) and press disk A. At (8) press disk A. Go to (9) and search the disk. Return to (8) and press disk B. At (10) press disk A. Go to (11) and search the disk. Return to (10) and press disk B. At (12) press disk A. Go to (13) and search the disk. Return to (12) and press disk B. At (14) press disk D. Go to (15) and search the disk. Return to (14) and press disk A. At (16) use the Gold Key. At (17) search, kill the Gold Statues, and enter the tunnel to (18).

In the Hall of Mirrors go 4N, 2W, 6S, 4E, 2N, 1E, 2N, 1W, 1N, 2E, then south to the corner at (A). At (19) say Ujnf. Use the Skeleton Key at (20). At (21) use the Pocketwatch to meet the Loon. Question him and buy the Lark in a Cage from him. Leave and you will be teleported to the castle. Re-enter the maze and go to (12) on level one. Enter the portal, which goes to (22) on level four. Use the Petrified Demon at (23). At (24) search and kill the Copper Demon to get the Jack of Spades Card. Return to the Castle to get the Petrified Demon uncursed. On level one go to (10), use the Bag of Tokens, and enter portal. At (11) on level two, press button D to (1) on level five.

Level Five

Manfettie's: At (2) buy tickets from Big Max, then give them back to him (he will give you the stubs to keep). Take the slide at (3) to (A) on level six.

When you need it, (4) is a pool that Heals, Cures, and Resurrects.

Level Six

Go to (1) and inspect for hidden items to get the Ice Key. Enter the small room at (2). This negates all spells you have running at the time. Leave this room and wait for Evil Eyes. (You may have to walk around the room.) Each time you pay him 4,000 gold he will tell you about the Card Lords. Steal from him until you get the Gold Medallion.

Go to the pool at (3) and dive to level N to fight a battle and get the Queen of Hearts Card. Go to (4) and use the Medallion and talk to Og. The Jolly Mannequin is the Ice Ferry. At (5) press G, D, A, F, E, B, C. Pay the 5,000 gold, and you will slide to (6). Use the Ice Key to fall to (7). After the battle you will get the King of Diamonds Card. At (8) you can buy the Demon-Out Potion. Take the stairs to level seven.

Level Seven

Temple of the Tri-Axial Gate: Go to the pool at (1) and dive to level P to get the Staff of Water. You will need the Lark in the Cage to pass the door at (2). At (3) answer Mjgf to get the Staff of Air. You need the Munke Wand to pass the door at (4). At (5), after the battle, get the Staff of Earth. After the battle at (6) get the Lightning Rod which is needed to get into the door at (7). Go to (8) and after the battle get the Staff of Fire. (X, Y, and Z lead to Hell, level 777, which is a good place for strong characters to amass lots of experience; teleports marked (C) let you shoot right back to the Castle.)

The Rites and the Lords

You must complete all four Rites without returning to the castle or leaving levels 7 or 8. Do so in the following order:

The Lord of Spades: Level Seven

At (9) ask the Lord of Spades of Obuvsf, Ljohepn, and Ujnf. Give him the Jack Of Spades Card. Go to (10) and use the Orb of Llylgamyn. Enter the Portal to level eight.

The Red Rite: Level Eight

Go to (1) and fight your clones. Then go to (2) and use the Staff of Earth. Light candles D, I, A. Answer the question with Obuvsf. Return to the portal and enter it. You will arrive at (A).

The Lord of Hearts: Level Seven

At (11) ask the Lord of Hearts the three questions and give him the Queen of Hearts Card. Go to (12)

and use the Orb. Enter the Portal to level eight.

The Blue Rite: Level Eight

Go to (3) and fight your clones then go to (4) use the Staff of Water. Light candles E, H, B. Answer Hspxui. Return to the portal and arrive at (B).

The Lord of Diamonds: Level Seven

At (13) ask the Lord of Diamonds the three questions and give him the King of Diamonds Card. Go to (14) and use the Orb. Enter the portal to level eight.

The Yellow Rite: Level Eight

Go to (5) and fight the clones of your party to get to the Ace of Clubs Card. Go to (6) and use the Staff of Fire. Light candles F, G, C. Answer Dibohf. Return to the portal and arrive at (C).

The Lord of Clubs: Level Seven

Go to (15) and ask the Lord of Clubs the three questions. Give him the Ace of Clubs Card. Go to (16) and use the Orb. Enter the portal to level eight.

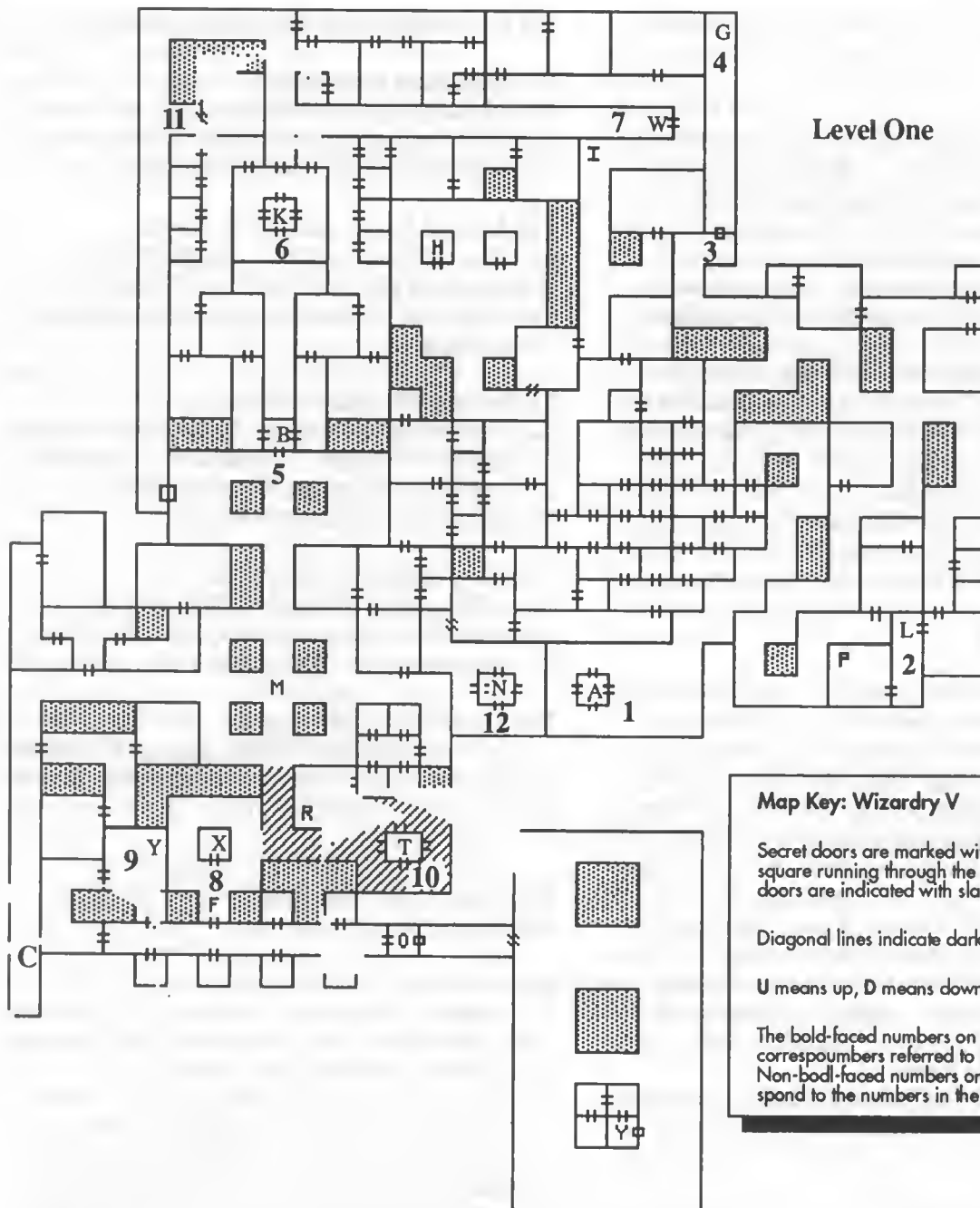
The White Rite: Level Eight

Go to (7) and fight your clones. Then go to (8) and use the Staff of Air. Light all of the candles. Answer Nbo. Do *not* re-enter the portal to (D), but continue to the next section.

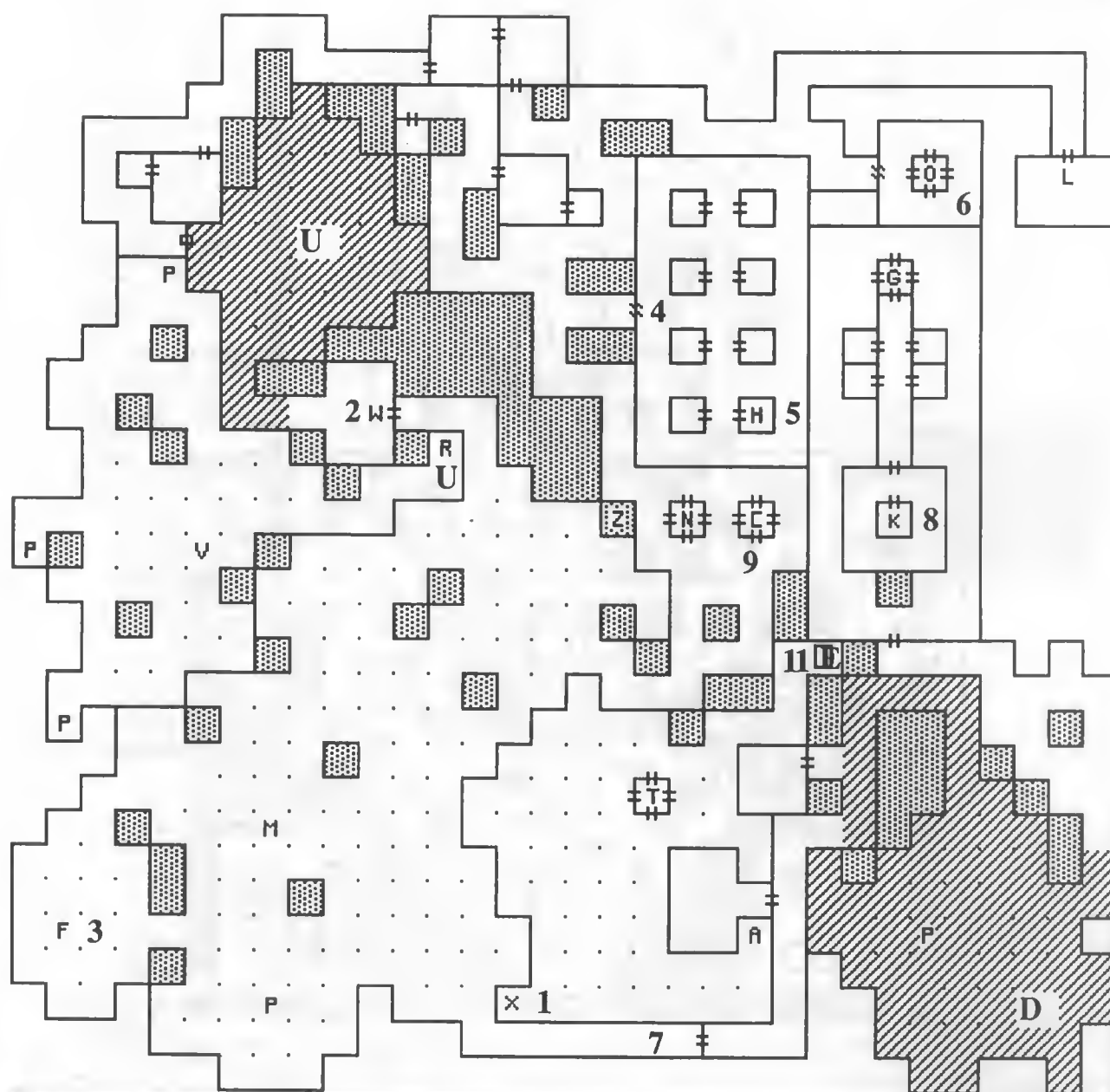
The Heart of the Maelstrom

Save the game before continuing.

Enter the Heart of the Maelstrom at (9). The Gatekeeper will be sent to the Abyss, and Sorn will attack you. Have a Mage cast a SOCORDI spell (or have a Priest cast BAMORDI) to recall the Gatekeeper. (Without him you can't win.) When you have killed Sorn, the Gatekeeper will reward you and give you the Heart of Abriel. Give the Heart to your best Mage and cast a MALOR spell to the Castle (0N, 0E, 7U). If you have not learned the MALOR spell, take a portal to level seven. Then go to the room at (15) and fall into level 777. Move 1N, 2E, 4N, 4E, 3N, and 1E to the stairs to the castle. Either way you will be at the castle. Here you will get the final reward for finishing the game. When asked, have ABRIEL scribed into your Mage's spellbook.



Level Two



Level Two

A: Message — Please Don't Feed the Hurtle Beast

C: Spirits Guarding Chest (use Spirit-away potion)

D: Stairs down to Level Three

E: Elevator down (Levels Two through Five)

F: Foul Smelling Pool

A: poisons

B: damages

C: paralyzes

D: damages

E: magic charge

F: encounter

G: Guardian (Normal Fight)

H: Hacksaw

K: Rudolf's Spirit Emporium (Make Spirit-away Potion)

L: Dragon's Flagon

M: Message

N: Find the Tomb to Find the Loon

O: Health Spa (Heals Characters, then puts them to sleep)

P: Pit (s)

R: Rope back up to Level One (Near Conveyor)

T: Portal up to Level One Transporter Room

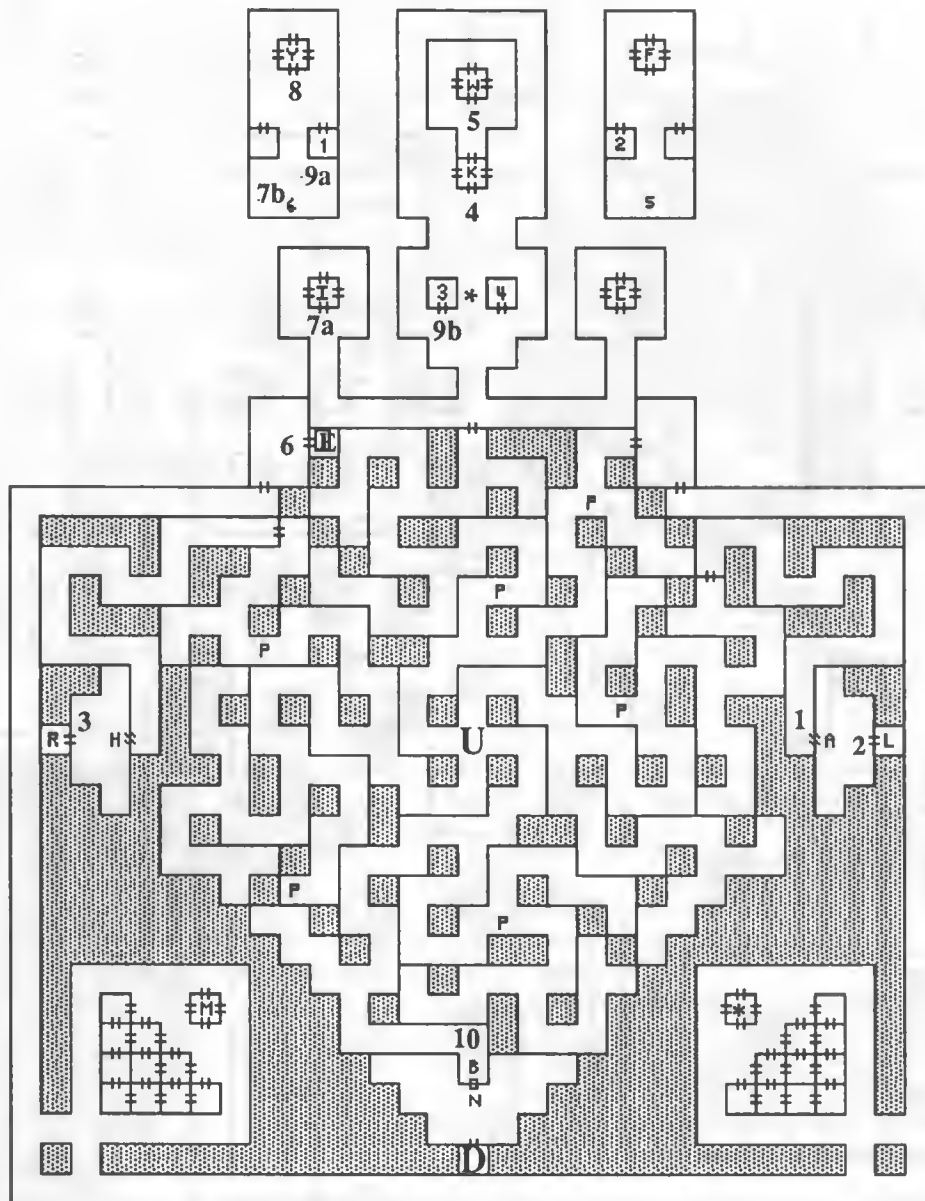
U: Stairs up to Level One near Silver Door

V: Bottom of shaft near conveyor

W: Ruby Warlock (use Rum)

X: Chest (Rum)

Level Three



Level Three

A: The Ephemeral: Yellow Room
 B: Blue wall (use Blue Candle)
 C: Teleport to 4N, 18E
 D: Stairs down to level four
 E: Elevator (levels two-five)
 F: Lightning Bolt
 H: The Physical: Red Room
 I: Teleport to 6 (4N, 6E)
 K: Lord Hienmighty (fight him, don't give him the scepter)
 L: Gold Pool (magic charge, Gold Key on bottom level)

Level

A: lose gold
 B: lose gold, magic charge
 C: lose gold, magic charge
 D: lose gold, magic charge
 E: lose gold, magic charge

key

M: Maser's Mystic Moat
 Level (random distribution of good/bad effects)

F: lose gold, magic charge
 G: lose/find gold, see/find gold

A: heals/damages
 B: sleeps/stones
 C: magic charge/drain
 D: younger/older
 E: gain/lose I.Q.

N: The Spiritual: Blue Room
 P: Pit

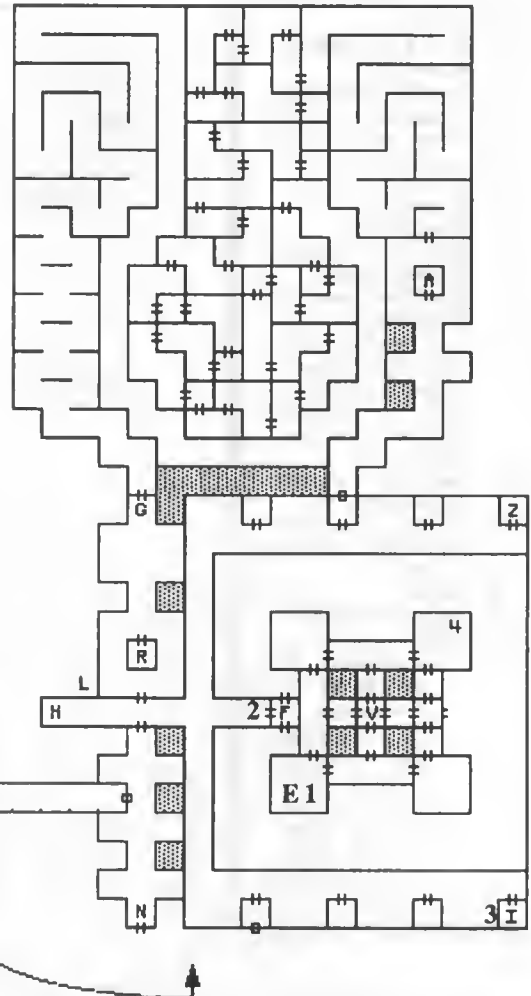
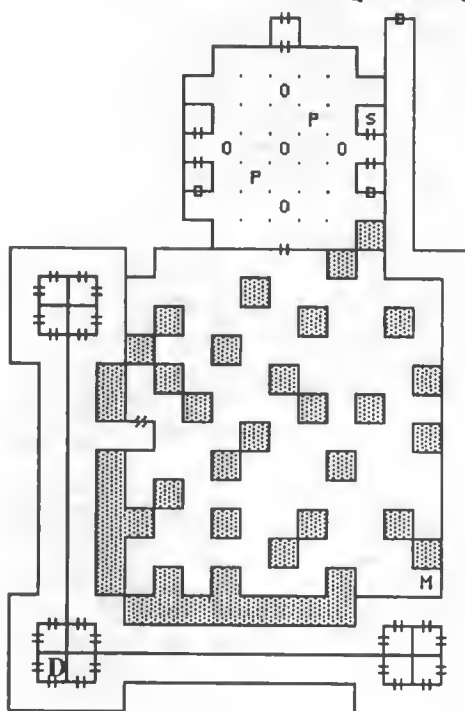
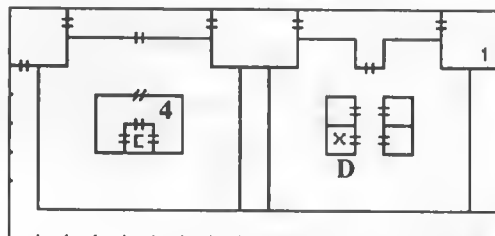
R: Blood Pool

A: causes damage
 B: causes damage
 C: causes damage
 D: causes damage, poisons
 E: causes damage

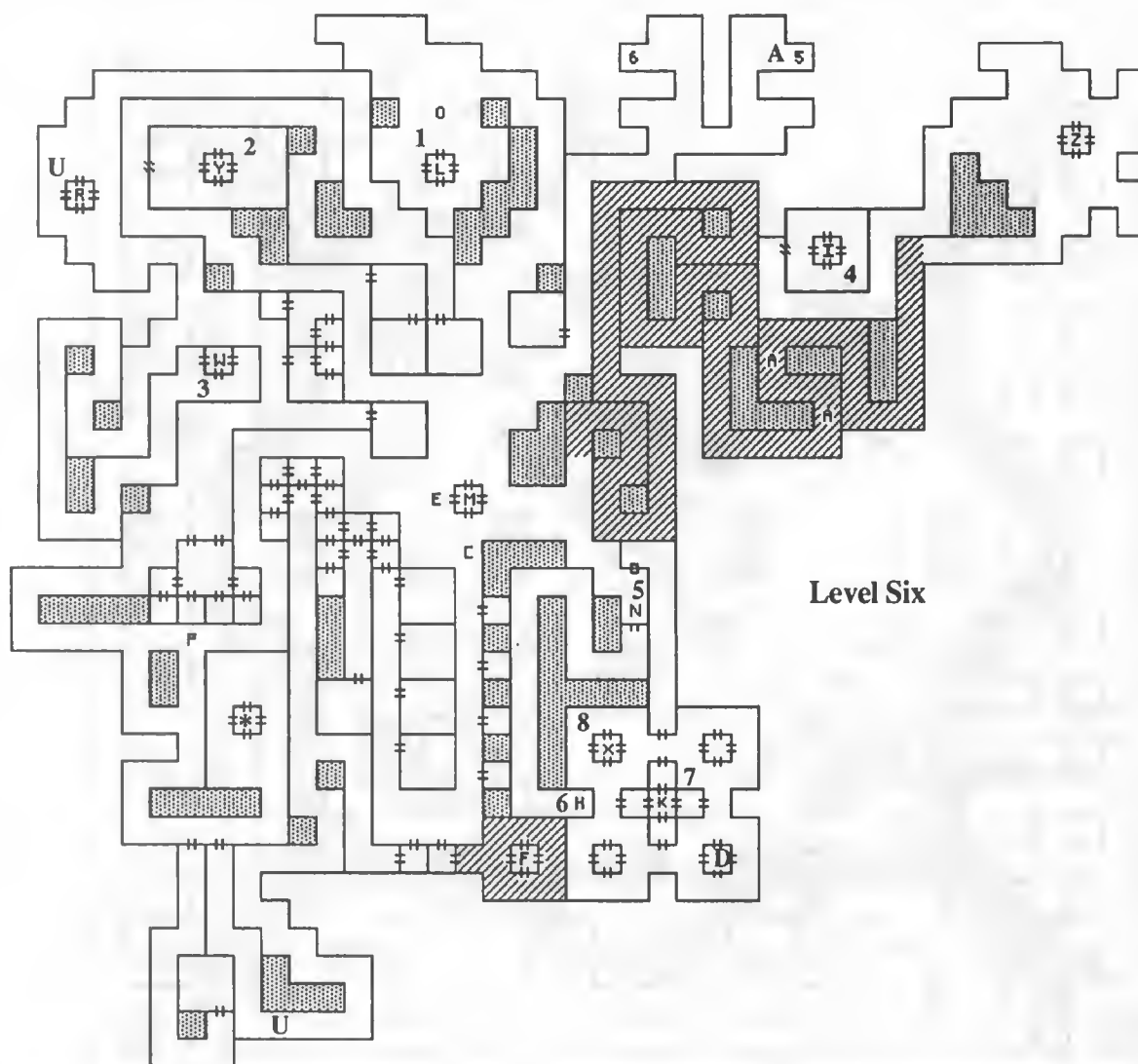
F: cures poison
 G: gain HP, lose vitality
 H: encounter for Petrified

Demon

U: Stairs up to Level Two
 W: Wind King (fight to receive Blue Candle)
 Y: Ye Timeless Room (use battery, gold, quartz, brass, glass)
 *: Gas Trap
 1: Teleport to 3 (1N, 11E)
 2: Teleport to 4 (1N, 13E)
 3: Landing point for 1
 4: Landing point for 2
 5: Death Curtains (black room)
 6: White Curtains (white room)



A: Ye Ladies
C: Clear Blue Pool
A: heals
B: cures and heals
C: restores life, cures, and heals
D: Stairs down to Level Six
E: Elevator up (Levels Two through Five)
F: Bix Max (Ticket Stubs)
G: Gala Dance Tonight
H: Playhouse Mystery Theater (pay 5,000); chute to two
I: Slide to 2N,13E,6D
L: Reference Point, 0N,0S,5D
M: Message
N: Mad Room Entrance
O: Oom, Pah, Pah (spinner moves party in random direction and distance)
P: Pit
R: Ye Lords
S: The Snatch (ask about time)
V: Manfredi's
W: Button on Wall
(first search: no, then S) earch for hidden: yes;
chute to level one)
X: Rope down to Level Six
Z: End of slide from Level Six
1: chute from Button on Wall in Theater
2: Pit, destination from chute to Theater
4: Destination from trap door on Level Four



Level Six

Level Six

A: Quicksand (stones party members, float over it to avoid stoning)

C: Ice Slide

D: Stairs down to Level Seven

E: Quickest Major point (OE, 14S, 6D) to Level Six from Levels One through Five

F: End of chute from Level One

H: End of Ice Ferry ride, use ice key in hole for chute to Ice King

I: Og (use Medallion)

K: Ice Kings castle (accessible by Ice Key chute; King of Diamonds)

L: Ice Sarcophagus (Ice Key)

M: Message

N: Ice Ferry

P: Pit (s)

R: Rope up to Level Five

U: Stairs up to Level Five

W: Dork Well

A: lose gold

B: lose gold

C: heals

D: encounter

E: loses gold

F: magic drain

G: encounter

H: nothing

I: gains/loses HP

J: nothing

K: encounter

L: ages, stones, encounter

M: kills

N: encounter (receive another Queen of Hearts)

X: Potion-o-Matic (Demon-Out)

Y: Enter and exit then Evil Eyes will tell about Lords

Z: Bog

A: nothing

B: encounter

C: poisons

D: damages

E: nothing

F: nothing

G: stones

H: encounter

I: nothing

J: gains HP, kills

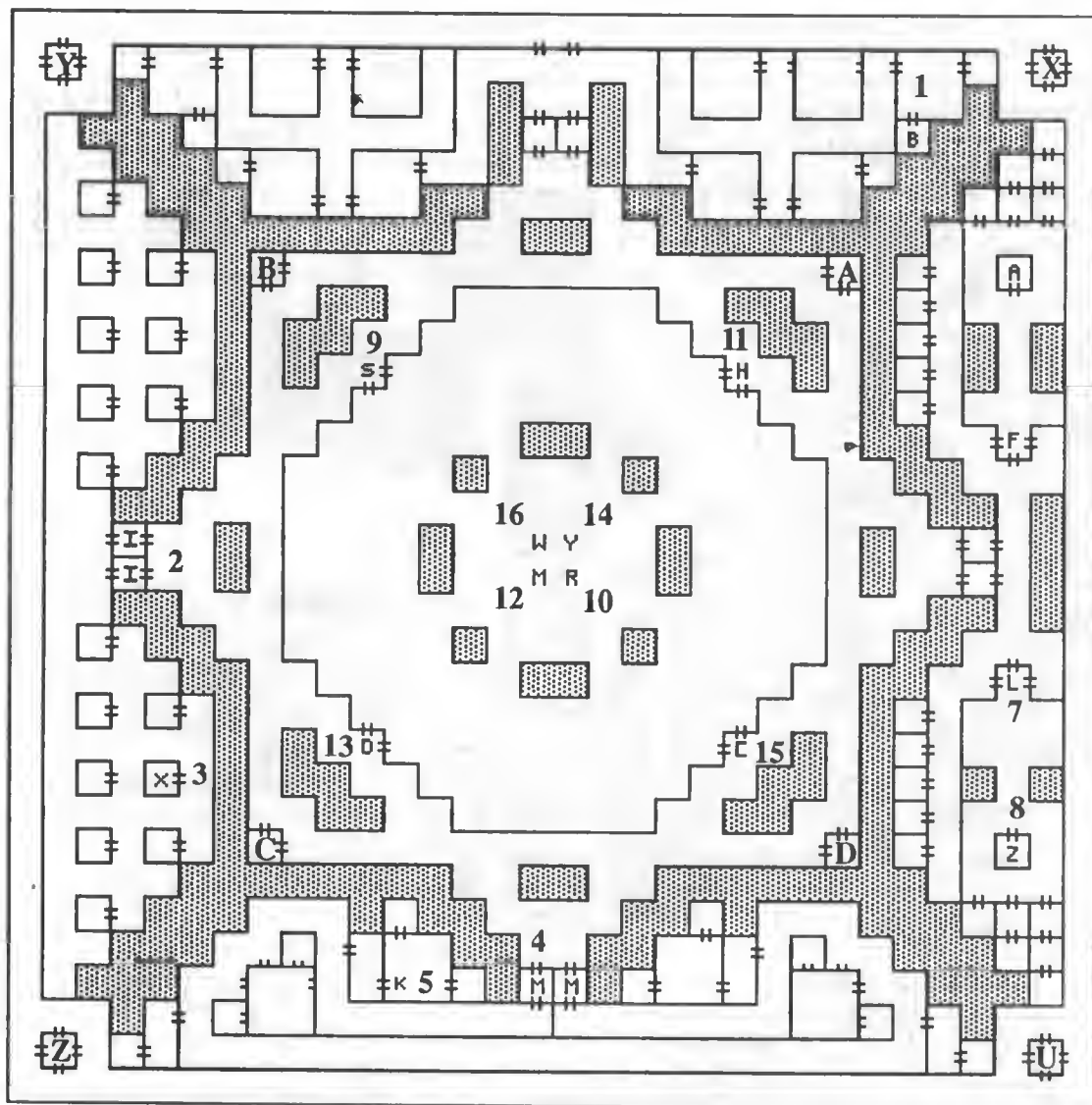
K: magic drain, finds gold

L: gains agility, older, encounter

*: Gas Trap

5: Slide to 15E, 6N, 5D

6: Slide from Level Five



Level Seven

Level Seven

A: Fire King (fight to get Lightning Rod)

B: Deep Blue Pool

A: heals

B: heals/damages

C: heals/damages

D: nothing

E: encounter

F: nothing

G: nothing

H: finds/loses gold

I: younger/older

J: nothing

K: heals all damage

L: cures

M: lose vitality

N: lose/gain HP

O: nothing

P: encounter (receive Staff of Water upon winning)

C: Lord of Clubs

D: Lord of Diamonds

F: Firestorm (damages the party)

H: Lord of Hearts

I: Wind drives the party back (hold Lark in Cage to pass)

K: King Kong encounter (receive Staff of Earth)

L: Lightning Bolt strikes (hold Lightning Rod to escape it)

M: Cool Blue Flame

R: Hot Red Flame

S: Lord of Spades (give Jack of Spades)

U: Stairs up to Level Six

W: Cold White Flame

X: Speckled Bird (answer *mjgf* for Staff of Air)

Y: Warm Yellow Flame

Z: Zona Fire Queen (receive Staff of Fire upon winning fight)

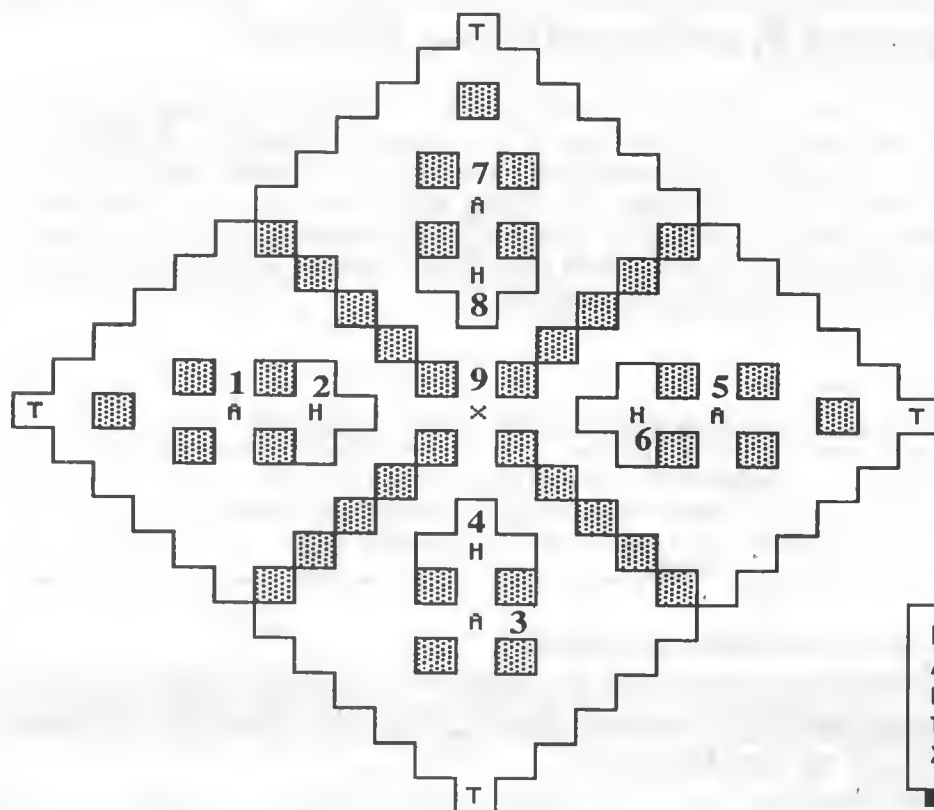
1: NE Shaft to SE corner of hell

2: NW Shaft to NE corner of hell

3: SW Shaft to SW corner of hell

+: Gas Trap

Level Eight

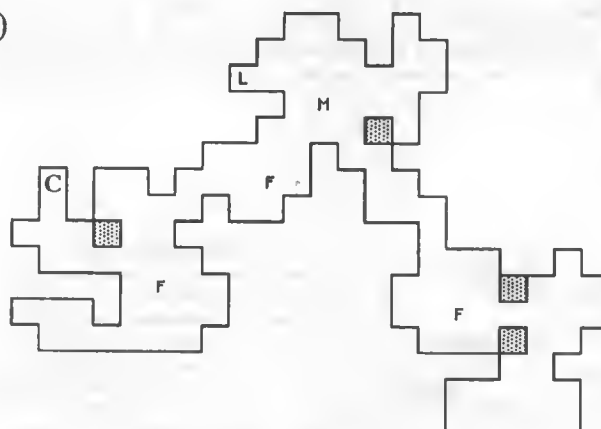


Level Eight

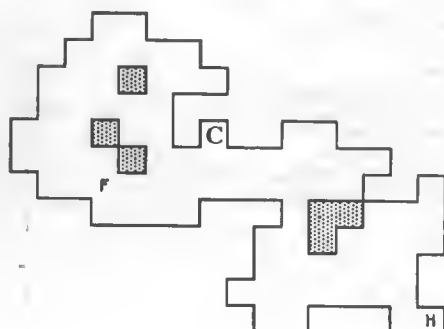
- A: Fight your clones
- H: Colored spheres
- T: Portal back to Level Seven
- X: Nexus (Sorn and Guardian)

Level 777: Hell (Accessed from Level Eight)

Northeast Corner
from Northwest Shaft



Southwest Corner
from Southwest Shaft



Southeast Corner
from Northeast Shaft



Level 777: Hell

- C: Teleports party back to castle
- F: Fire Pit
- H: Welcome to Hell (end of appropriate shaft)
- L: End of NW shaft from Level Seven
- M: Message on floor
- N: Ghost's Nest entrance

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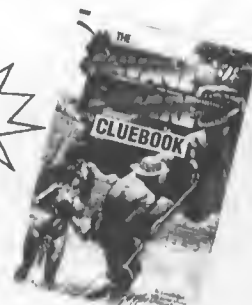
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